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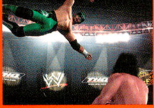
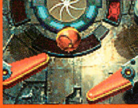


METROID PINBALL
Just be the ball, Samus.



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- >MADDEN NFL 06 >NHL 06
- >MARIO TENNIS ADVANCE
- >TIGER WOODS PGA 06
- >NBA LIVE 06

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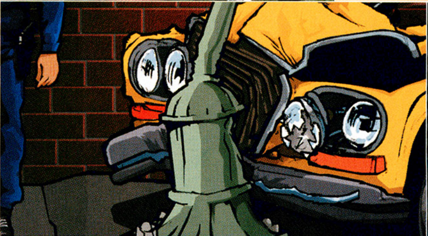

60
The hazards of being able to go wherever you want.

YOU HAVE TO HAVE A QUICK MIND SO YOU CAN SURF

HARDER. I GET MOTIVATED JUST BY THINKING OF SURFING.

I WOULD NEVER THINK OF SMOKING POT.

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With this much sports coverage, you'd think the NP staff actually gets a little exercise once in a while.

NINTENDO POWER

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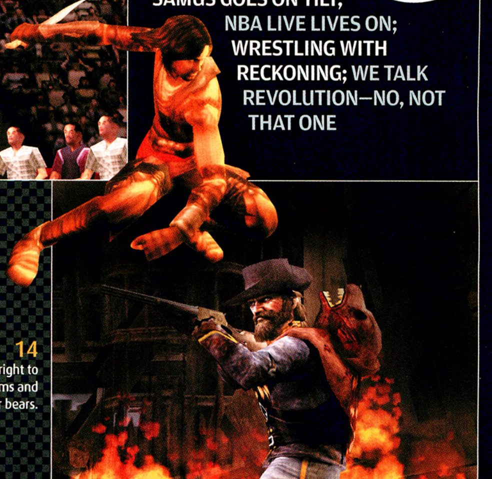

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Check out some amazing costumes in this month's Community! Pg. 88

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Farm Harvest
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Pulse

Who's Hungry for Hedgehog?

Nintendo gamers defy categorization. The enlightened include action addicts, sports fans, role-playing geeks, fighting aficionados, old-school curmudgeons and those who'll play anything just as long as it's fast. The one thing we all share is the love of quality gaming entertainment. So when Nintendo of America's EVP of marketing wizardry, Reggie Fils-Aime, asked me if a cover image of Shadow the Hedgehog would resonate with NP's readers, I said, "Who better?" For a discerning reader who recognizes the heritage of Shadow the Hedgehog, Sonic Rush DS and Sonic Gems Collection, a closer look is absolutely mandatory.

To cater to our readers' many tastes, this month's issue covers a staggering smorgasbord of games and stories. Following the Sega feature we introduce you to Lucy, a Nintendog in training, then sniff out some tidbits on Pokémon XD: Gale of Darkness before heading to the ballpark to snack on a little treat called Mario Superstar Baseball. The feature entitled Out of Bounds digs into the subject of free-ranging "sandbox" games, such as The Incredible Hulk: Ultimate Destruction and Tony Hawk's American Wasteland. And wheeling you into Trauma Center's operating room, our Help Wanted article will keep you in stitches. To top it off, we have tips for scoring in Madden NFL 06 and collecting medals in Kirby: Canvas Curse, plus a special report on the phenomenon of Super Smash Bros. Melee tournaments. From Prince of Persia to Pokémon, we're covering a lot in one magazine. Bon appétit.

Scott Pelland
Managing Editor

LETTERS

MORE ON THE NEW NINTENDO POWER

I love the new Nintendo Power! There are so many great improvements it's hard to know where to start. For a long time, I have hoped that NP would look very similar to this new style. The layout is fantastic, the game coverage is absolutely more in-depth, witty jokes are peppered throughout the mag, and the reviews are much more detailed. You have definitely been listening to what your subscribers were asking for. I can't wait to get my next issue in the mail. Great job, guys!

Shane C.
via the Internet

I really have to say that I don't like the new look because it seems as though you've shortened Pulse [and] Classified Information, and it smells like a pumpkin that you've just cut open.

Ben
via the Internet

I love the new makeover! Just like Mr. Pelland said, I grew up with Nintendo Power and it was definitely past time for NP to grow up a bit too. As a loyal Nintendo fan and a proud owner of an N64, NP used to be the only mag I would read. But as I got older and started playing other consoles, NP started seeming a little childish to me. I'm now 16 years old, and in the past year or so, I've started to just skim through the mag and only really read a few of the feature articles and previews. I wasn't interested in the strategies, and the reviews were a bit of a joke. I have a little brother, though, so we kept the subscription I've had since I was 10. Now, with the more in-depth previews and up-to-date review section, not to mention the slick look, I think my NP-skimming days are over. Thank you for listening to your readers and congratulations on the much-needed makeover!

Craig O.
Quebec

I just wanted to thank you for the changes to the mag. The inconsistent font sizes, various coloring schemes and the random placement of sidebars are all a compliment to my ADD-afflicted mind!

J.R. C.
via the Internet

After reading the new, redesigned Nintendo Power, I must say I'm pleased with the results. You seem to have listened to what your readers have been clamoring for. I like the modernized and less-cluttered look. It's a definite improvement. The in-depth reveiw section is a great addition to the mag. Shifting to a 10-point scale was a good call.

However, please take care to make the ratings as critical (not necessarily negative) as possible. For example, a 7 should not be given to a so-so game. An average game should get a 5. And a 10 should be a very rare event indeed. I sincerely hope your ratings system can maintain high standards so that readers will be able to trust the scores you give to games.

Brinstar
via the Internet

We know that games are expensive, so giving honest, critical reviews is something the crew takes very seriously. If an inflated score leads you to buy a mediocre title, you'll probably never trust us again. We'll do our best to point you to the games that are worth your money and steer you away from the crap. We'd like to think we typically do a pretty good job. If you go to gamerankings.com (a site that compiles review scores from every major publication), you'll see that NP's scores usually fall around the median. And we agree that a 10 should be exceedingly rare. As you can see from the reviews archive, only one game—Resident Evil 4—has received a perfect score in the past year.

Well, I thought I'd give it a couple of issues before commenting, but I must say that I greatly dislike the new design of Nintendo Power. I have been a subscriber for 15 years and I always liked the uniqueness and reliability of your magazine. I always knew where to find the information I wanted in the conveniently laid-out sections. The new design is all over the map. The sections are too hard to follow and have no design consistency. The print is also way too small in many sections, especially the review scores. Those should stand out on the page more than they do. You have lost that special charm that hooked me for so many years. I'm deeply disappointed and hope that you will make some revisions to your new design in the coming months.

Brian L.
via the Internet

While I was reading most of the comments in last month's Nintendo Power regarding the new [design], I noticed something subtle in the letters. All of the [readers] who [expressed] dislike for the new layout happened to be subscribers from the very beginning of Nintendo Power. I'm assuming that the reason for this is because they have been used to the old Nintendo Power for far too long. I, for one, am glad to see the change. Keep up the great work!

Vyse
via the Internet

I wanted to tell you guys that I love the new Nintendo Power. I tried the three-for-free deal and the issues are great. The text is small and the information is huge! Before, you had too many strategy articles for games that I didn't even have. Like half the magazine was strategy! But now it's really good. I also like how you finally changed the review system. I hated it before, but now you actually write a paragraph or more. And the 10-point scale is great. Good job. I'll definitely subscribe now.

zapppp
via the Internet

SCRATCH-'N'-SNIFF

I just recently picked up the new Nintendo Power issue from my mailbox, and I saw in the top left-hand corner of the front cover that it said, "It's shiny, and it smells great! (scratch here)". So I did, and I took a wiff. No scent! I was wondering if that was put there as a joke or what.

Brian H.
Alberta

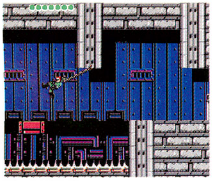
Due to a mistake at the printer, scratching the cover of our July issue releases a lethal, odorless gas instead of the pleasant lemony scent we originally intended. You have 30 days until your brain turns to mush. Our bad.

JOINING THE REVOLUTION

I am very excited about the Nintendo Revolution's ability to play games from past Nintendo systems. I have one question, though; will the Revolution have games only produced by Nintendo available for download, or will it have games produced by third-party companies like Capcom and Konami as well?

Jonathan S.
via the Internet

It's entirely up to the third parties. Though nothing has been announced yet, we'd be surprised if most major publishers didn't jump on board.



>LETTER OF THE MONTH

As the holiday season crawls ever closer, I find myself wondering how many games I am going to [be able to buy]. While I dream of buying all of the ones that look promising, I wonder why [more of them] can't be released periodically throughout the whole year instead of [nearly] every single game being released in the winter.

Bryan H.
via the Internet

P.S. Only the barest details on Shadow the Hedgehog have been released. Any new information on the game would be greatly appreciated.

We agree wholeheartedly, Bryan. Too many games come out near the holidays, and as a result, many of them (like Baten Kaitos and Beyond Good & Evil) get lost in a sea of hype. Companies finally seem to be realizing this, as we've seen a number of top-notch releases already this year. Hopefully the trend will continue. As for new information on Shadow the Hedgehog, be sure to check out this month's cover story.

NP . . . OUT!

The inside of the back cover should have a different sign-off phrase in every issue, like "Don't shoot 'til you see the whites of their eyes" and other random things.

Bubbahippo
via the Internet

That's a good idea, but maybe it would work better at the end of Pulse. . . .

WE WOULD NEVER DO THAT

Whenever I send a letter to you guys, I always get an error message back saying that the address is unknown or not accepting mail. Is this your way of letting the sender know that their message sucks?

Josh R.
via the Internet

No, it must have been a technical glitch, or perhaps you accidentally sent the e-mail to the wrong address. Although we do read every letter that comes in, we simply don't have time to respond to each one, regardless of whether it sucks or not.

UNEDITED

I'd just like to say that I realy like the magazine(It does smell good!)...except(I ment to get around to this last time you guys "changed" the magazine)your "more prefetional look ruined the magazine.The artistic vaule of the(or any)magazine. I mean I looked forward to seeing all the wonderful art that people made and the color and perisdge the magzine held now it went down the toilet. It's also not good for bisnise.

Makashadow454
via the Internet

Error. Address unknown.

EVIL'S FUTURE

What do you know about Resident Evil 5?

CJS2745
via the Internet

Tragically little. Series producer Hiroyuki Kobayashi has stated that part 5 is definitely happening, and that it will retain the style of the previous game. Unfortunately, no other details (including which system it will come out for) have been revealed.

KNOW THY OPPONENT

Wi-Fi enables people all over the world to play DS games...with one another. I was wondering if you can actually tell who you are playing against. If I wanted to play my friend in town, or my cousins in another state, would I be able to play against them rather than some random person from North Dakota?

William N.
via the Internet

Don't be ridiculous. No one lives in North Dakota. (We kid the Peace Garden state! Writer Steve Thomason hails from ND.)

In all seriousness, the Nintendo Wi-Fi Connection will indeed allow you to hook up with players of your choosing. We should learn more on exactly how the service works in the coming months.

OUR CIRCULATION JUST SKYROCKETED IN GERMANY

I've noticed a lot of pictures of Mr. T [in the magazine]. You know, a picture of Pamela Anderson every once in a while wouldn't hurt.

GlobalGamer
via the Internet

Photographs of Ms. Anderson are prohibitively expensive. How about a picture of one of her Baywatch *co-stars?*

FOR THE LOVE OF GAMES

Does the NP crew play any video game systems that aren't made by Nintendo, like the PlayStation 2 or Xbox? What are some games that you guys liked that were on other systems?

Richard C.
via the Internet

Of course we do. We're gamers first and foremost, so we like to play all the best titles, regardless of which system they're released on. Some of our favorites on the other consoles include Ico, the Ratchet & Clank series, Knights of the Old Republic and Psychonauts.

ALWAYS BET ON PIKACHU

Six years ago, my dad was telling me that Pokémon was just another fad that would disappear by the end of the year. I was so upset, I bet him $100 that Pokémon would still be popular when I got my driver's license. We never forgot this deal. Every time a new Pokémon game came out, I taunted him. Every time Pokémon cards became less popular, he laughed at me. But today, six years later, I came home with my driver's license, and my dad relinquished to me $100. Thank you, Nintendo, for keeping Pokémon alive for so long.

Max S.
via the Internet

MONEY WOES

When I read NP, I want lots of the games [in the magazine] so bad, but I never have enough money. If you have any suggestions, I would be very grateful.

TheMartianAmbassador
via the Internet

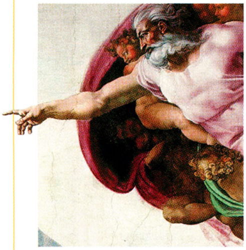
Huh. You'd think working for the Martian embassy would pay pretty well. Maybe you should wager on the enduring popularity of Pokémon with a family member.

AND ON THE EIGHTH DAY . . .

I've been extremely curious about something for a while now. Who created Nintendo? What does he look like?

Matt H.
via the Internet

Here's a picture:



All blasphemy aside, Nintendo was founded in 1889 by Fusajiro Yamauchi. The company originally produced Japanese playing cards.

ASTUTE OBSERVATIONS

In the E3 trailer for Twilight Princess, it looks like Princess Zelda is in Twilight Hyrule. But I read in an interview with the developers that people could not exist in their human form in Twilight Hyrule. So my question is, why does Zelda appear to be in her human form in Twilight Hyrule?

Douglas B.
via the Internet

We've been wondering about that ourselves. Nintendo is staying mum on the subject.

I just noticed that Midna's crown (I'm assuming it's a crown) is in the center of the logo for Twilight Princess. Does this indicate that Midna is the Twilight Princess?

Zelda Freak
via the Internet

See previous response.

PEOPLE IN GLASS HOUSES SHOULDN'T THROW BRICKS

I'm going to get straight to the point. Do any of you have an actual life? Please, no jokes. I'm seriously wondering if the NP crew is exactly as they seem: a group of nerds.

Katie
via the Internet

Wow, Queen Cool, we're surprised you could take time out of your busy schedule reading Cosmo *and planning for prom to write to a video game magazine. Does this mean you won't sit with us at the lunch table?*

TRUE PRIME

I've been paying close attention to Metroid Prime Hunters ever since I heard about it, and [thus far], I haven't been disappointed. But one thing is bothering me. In all of the videos, screenshots and articles I've seen, there doesn't seem to be any indication of the awesome powers or weapon upgrades that are vital to a Metroid game. Will there be only a limited arsenal of weapons like in First Hunt? Or will there be a wider array of weapons, special moves, and (hopefully) awesome suits like in Metroid Prime 2 Echoes?

Corry JM
via the Internet

Richard Vorodi, Game Designer at NST, responds, "Don't worry about Samus's ability to blast a hole in just about anything; we've loaded her up with ferocious weapons this round. On top of that, most weapons have an alternate firing mode. As for the 'special' moves—don't worry. We're definitely building the levels to take advantage of the new gameplay features exclusive to Hunters."

CAMP SURVIVAL TIP

I'm going off to summer camp soon and the adults say you can't bring any electronics or anything like that. Do you have any ideas on how I might be able to hide these items?

David
via the Internet

Our advice is to keep it simple. Just stick your favorite handheld down your pants. If you've got some really baggy jeans, maybe you can even fit a GameCube and a small TV down there.

MISTAKEN IDENTITY

I've just gotten my latest issue of Nintendo Power (Vol. 194), and I noticed a mistake in the Family Tree section of the magazine. Among the influences for Nintendogs you mentioned were two canine game characters. However, you messed up on the name of the dog in Jet Force Gemini. You said his name is Floyd, but his name is actually Lupus. Floyd is the name of the little flying robot who tags along with you (and can be controlled by the second player).

Starry Might
via the Internet

Uh . . . well, you see . . . what's that behind you!?! (Runs away.) Hmm, that doesn't work nearly as well in print as it does in person.

8-BIT A CAPPELLA

I was surfing the Internet the other day and found this hilarious Nintendo choir. They sing the music from classic Nintendo games like Tetris, Mario and The Legend of Zelda. I just thought that all the devoted Nintendo fans would like to see this. Go to http://gprime.net/video.php/nintendothemesacappella.

tnpirate92
Tennessee

VIVA LA REVOLUTION!

I have a question for you guys. What do you think Nintendo Revolution's "revolutionary" controller will look like?

TJ28
via the Internet

With any luck, it will look a little something like this:

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We all go home or no one goes home, maggot!

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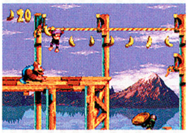
MOST WANTED

Go to nintendo.com to vote for your most-wanted games and let your voice be heard!

>NINTENDO GAMECUBE

We fear having to come up with something new to say here every month. Oh, would you look at that. We're out of space.

1. The Legend of Zelda: Twilight Princess
2. Fire Emblem: Path of Radiance
3. Geist
4. Shadow the Hedgehog
5. Super Mario Strikers



>GAME BOY ADVANCE

With yet another Super NES remake on the horizon, we ask again: where's Shaq Fu?

1. Donkey Kong Country 3
2. Mario Tennis Advance
3. DK: King of Swing
4. Mega Man Zero 4
5. Gunstar Super Heroes

>NINTENDO DS

You wouldn't be so excited for Mario Kart if you knew what kind of Wi-Fi butt-whoopin' the NP crew has in store for you.

1. Mario Kart DS
2. Animal Crossing DS
3. New Super Mario Bros.
4. Mario & Luigi 2
5. Castlevania: Dawn of Sorrow

Freeeeeedom!

TOP SELLERS

>NINTENDO GAMECUBE

42 months after its release, Super Smash Bros. Melee continues to sell like hotcakes. We take another look at this smash hit on page 76.

1. Donkey Kong Jungle Beat
2. Pokémon Colosseum
3. Super Mario Sunshine
4. Donkey Konga 2
5. Super Smash Bros. Melee
6. The Legend of Zelda: The Wind Waker
7. MVP Baseball 2005
8. Animal Crossing
9. Kirby Air Ride
10. Mario Party 6

TOP SELLERS

>GAME BOY ADVANCE

You know a franchise is popular when it outsells *Star Wars* almost ten-to-one.

Catch 'em all, or Quagsire will destroy you!

1. Pokémon Emerald
2. *Star Wars* Episode III: Revenge of the Sith
3. LEGO *Star Wars*
4. Fire Emblem: The Sacred Stones
5. Mario Party Advance
6. The Legend of Zelda: The Minish Cap
7. The Incredibles
8. Disney Princess
9. Super Mario Advance 4: Super Mario Bros. 3
10. WarioWare, Inc.: Mega Microgame$

TOP SELLERS

>NINTENDO DS

Spoiler alert: Threepio is really Darth Vader.

1. *Star Wars* Episode III: RotS
2. Super Mario 64 DS
3. WarioWare: Touched!
4. Yoshi Touch & Go
5. Need for Speed Underground 2
6. Pokémon Dash
7. Rayman DS
8. Pac-Pix
9. Polarium
10. World Champ. Poker DS

Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

CELEBRATE PAC-MAN'S 25TH BIRTHDAY WITH THESE GREAT GAMES!

NINTENDO DS
PAC-PIX
SCORE 0142950
2-2
EVERYONE
E
CONTENT RATED BY ESRB

Take advantage of the Nintendo DS™ like no other game as you draw Pac-Man into life!

Help Pac-Man as he tries to stop those mischievous ghosts within the pages of a book. Control the action with your stylus as you draw Pac-Man, arrows and bombs to complete your quest of stopping the ghosts and freeing Pac-Man.

NINTENDO GAMECUBE
PAC-MAN
Galaga
namco museum
50TH ANNIVERSARY
MS. PAC-MAN
POLE POSITION
RP
GAME BOY ADVANCE
ONLY FOR
5 CLASSIC ARCADE HITS
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PAC'N ROLL
EVERYONE
E
CONTENT RATED BY ESRB
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Pac is back and ready to roll!

Join Pac-Man on his quest to save Pac-Land after fellow Pac's have been turned into spheres by the evil Ghost, Golvis. Control Pac-Man like a track-ball, chomping away on pellets and monsters through the colorful worlds of PAC'N ROLL!

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PRODUCTS RANGE FROM RATING PENDING TO EVERYONE
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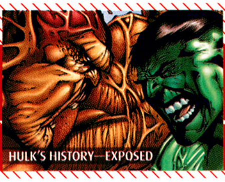

HULK'S HISTORY—EXPOSED

HOCKEY'S ON FOR 2006!

TIGER PROWLS THE LINKS

YEEEEEEHAW!

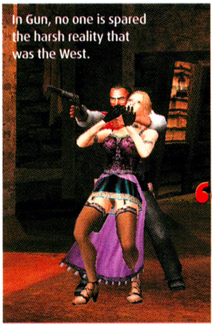
Gun's a-Blazin'!

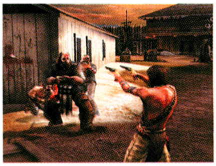
Trading in their skateboards for spurs, Neversoft lets loose with ultraviolent shooter Gun.

If the Wild West brings to mind images of 1950s westerns with clean-shaven cowboys riding off into the sunset, Neversoft asks you to think again. Gun, Neversoft's first GCN title not based on a signature character (Tony Hawk, Spider-Man), shows us a grittier side of the lawless era. And the development team couldn't be more excited. "We have this genre that we want to do, this game that we want to do—we just wanted to create the best characters to do it with," says Neversoft veteran and Gun project lead Chad Finley. "We spent months just in preproduction, researching."

Rather than just giving us a glimpse of the West, Gun provides a massive, free-roaming environment full of cowboys, Indians, violence and debauchery. Players can move by foot or by horse across the game's mountains and plains, then enter a town at will, walk into a saloon and start a fight—the options seem limitless. But Gun's greatest strength looks to be in its combat engine, which can switch back and forth quickly between third-person and first-person views, even while you're riding a horse. And the action is truly brutal. You can shoot horses out from under enemies, man cannons, equip arrows strapped with dynamite and scalp fallen foes.

And from the look of it, we think we're barely scraping the surface. Gun looks to be an enormous game with a deep story that's drenched in history. Randall Jahnson, a screenwriter whose body of work includes *The Mask of Zorro* and Oliver Stone's *The Doors*, was responsible for the game's script. And although the story is fictional, Neversoft revealed to us that there will be historical characters depicted in the game, though the company would not tell us who. But no matter—we're thrilled to see Gun coming to the GCN, and we're looking forward to reaping the fruits of the stellar development team's labors. "A lot of people don't know what the West was really like, and how brutal, how backstabbing, how unbelievably evil it was to be out there," says Finley. Come fall 2005, hopefully we will. —Andy M.


In Gun, no one is spared the harsh reality that was the West.



> "A lot of people don't know what the West was really like, and how brutal, how backstabbing, how unbelievably evil it was to be out there."
> —Chad Finley, Neversoft

Gun's main man Colton, fresh off the front lines of the Civil War, won't take no for an answer as he looks for his father's murderer in Dodge City.

THE GRIT HITS THE FAN

PoP's Shock Tactics

He found Godsmack just in time for Warrior Within. But what drove the Persian prince to hard living and heavy metal? Ubi pulls the veil from the secret years with a DS exclusive.

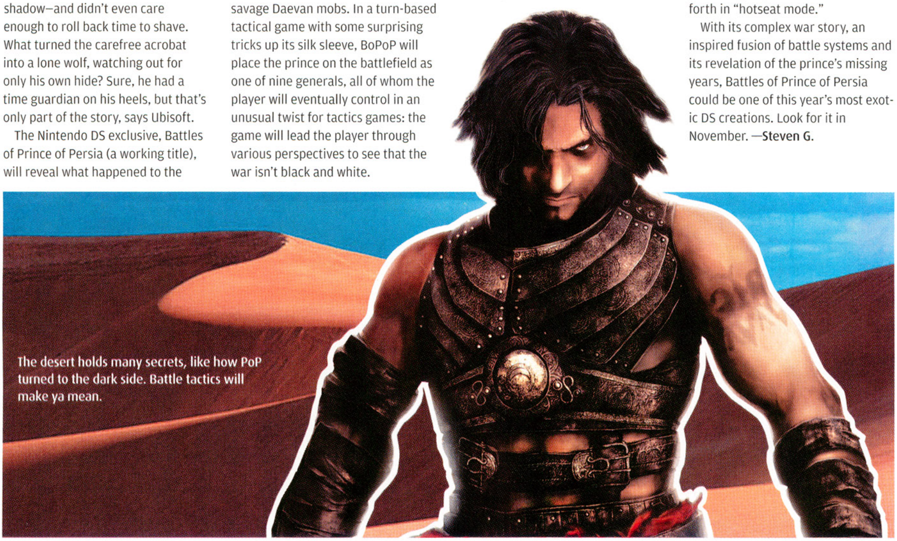
By the time Sands of Time became a faint memory and the Prince of Persia found his warrior within, he sported a killer case of 5 o'clock shadow—and didn't even care enough to roll back time to shave. What turned the carefree acrobat into a lone wolf, watching out for only his own hide? Sure, he had a time guardian on his heels, but that's only part of the story, says Ubisoft.

The Nintendo DS exclusive, Battles of Prince of Persia (a working title), will reveal what happened to the royal upstart and his land in the intervening years when he went to war against other armies controlled by the brutal Indian forces and the savage Daevan mobs. In a turn-based tactical game with some surprising tricks up its silk sleeve, BoPoP will place the prince on the battlefield as one of nine generals, all of whom the player will eventually control in an unusual twist for tactics games: the game will lead the player through various perspectives to see that the war isn't black and white.

Of the many tactical field units, the general will be the most powerful, able to cast battle magic in the form of 300-plus collectible cards that influence battle—many of them let you pull some seriously dirty tricks, Ubisoft promises.

The card-collecting aspect, which drives the quest to assemble the strongest deck, should be served well by DS wireless; it will likely make trading cards with other players a breeze. In multiplayer mode, budding warriors will be able to select any of the nine generals, then wage battle against others (the number of simultaneous warmongers is still under wraps) who also have the game, or just pass one DS back and forth in "hotseat mode."

With its complex war story, an inspired fusion of battle systems and its revelation of the prince's missing years, Battles of Prince of Persia could be one of this year's most exotic DS creations. Look for it in November. —**Steven G.**



The desert holds many secrets, like how PoP turned to the dark side. Battle tactics will make ya mean.

Then & Now

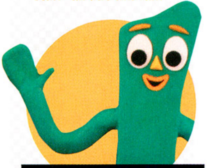
What's the latest on the **Revolution**? Top brass at Nintendo are talking. They saying anything new? Yup. Read on!

What We Knew Then	What We Know Now
Satoru Iwata has made Nintendo's creative course loud and clear: making games **for the hard-core** and envisioning new experiences for the masses of **casual and non-gamers.**	At a Japanese press conference held in June, Nintendo's president sharpened his comments, saying that he intends that Revolution gaming will be relevant to **all members of a household.** Sounds like the hard-core/casual/non-gamer concept, but the phrasing has us thinking further outside of the box.
The Nintendo Revolution will feature an **innovative controller** the likes of which the world has never seen.	Nothing new yet. But Iwata has stated that it will be **revealed before the end of 2005,** along with Revolution's price point and launch date. One more tidbit: the Revolution will be compatible with GCN accessories. Pretty handy!
The **"virtual console"** capability of the Revolution could conceivably play all NES, Super SNES and N64 games.	Iwata cleared up rumors: the back catalog won't be free. And in an EGM interview, Shigeru Miyamoto revealed that Nintendo was **experimenting on the backlog** (citing Super Mario Bros.) using Revolution tech. Same gameplay. Same concepts. Different look. What could this mean? Stay tuned.

SECRET SOCIETY

Too Easy Being Green

They've gotta be blood brothers or something. Four green dudes who turn into other green stuff—all due this fall?



GUMBY: Mining carts in platformers? Seen it. But turning into your own cart? Shocker!

BEAST BOY: The *Teen Titans* TV hero can turn into any critter, but which will prowl the GBA?

BLOBERT: Bombs, ladders, blowtorches—the DS sequel to A Boy and His Blob sees the NES hero return to Earth.

MORDY: Mordy's a bluish feller from this fall's GCN Fire Emblem, but we have it on good authority that he's got a green lookalike who shares his race's power: they turn into fierce tigers.

BYE, BYE BIRDIES

Checked Swing

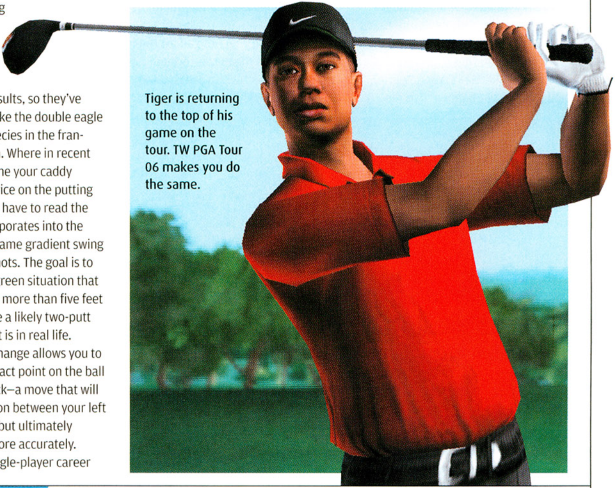
The best play mechanic in video games—EA's golf swing—gets a makeover in Tiger Woods PGA Tour 06 for a more realistic touch and down-to-earth scores.

Tiger Woods is a pretty good golfer. The pros who accompany him on the PGA tour aren't weekend hacks, either. But the fact of the matter is that it's going to be a long time before anyone on the tour shoots 30 below par for a round. The developers of EA's Tiger Woods PGA Tour series found that gamers were taking advantage of features such as last year's Tiger Vision to achieve such unrealistic results, so they've taken action to make the double eagle an endangered species in the franchise's 06 iteration. Where in recent versions of the game your caddy offered aiming advice on the putting surface, you'll now have to read the green. It also incorporates into the putting game the same gradient swing used for fairway shots. The goal is to make any on-the-green situation that starts with the ball more than five feet away from the hole a likely two-putt scenario, just like it is in real life.

Another swing change allows you to determine the impact point on the ball by way of the C stick—a move that will require coordination between your left and right thumbs, but ultimately shape your shot more accurately.

In the game's single-player career mode, in which you create, customize and develop a PGA tour pro, you no longer purchase attributes for your player using your winnings, but instead earn attributes by making good shots. Another product of practiced play is a rapidly filling game-breaker meter, which gives you a chance to make an outstanding shot once it tops out.

New tour pros include Chris DiMarco, Ian Poulter and Luke Donald, for a total of 15, and the game's seven new courses include Reflection Bay and Doral Golf Resort. —**George S.**



Tiger is returning to the top of his game on the tour. TW PGA Tour 06 makes you do the same.

SHRIMP ON THE BARBIE

Ty's Not Extinct Yet

After leaving EA, Ty the Tasmanian Tiger hopes to hit the big time as a budget mascot. Might end up being a g'day for the Aussie.

The dingo will not yet eat Krome Studios's baby, Ty the Tasmanian Tiger. The first two games starring Krome's critter gained a following for the series's offbeat Aussie humor, if not for the platforming, and the fans will be glad that Ty's found a safe place in Activision's budget branch. Due this fall on GCN and GBA, Ty the Tasmanian Tiger: Night of the Quinkan has Ty fighting an invasion of shadowy forces taking over the outback. As he quests for a legendary weapon, Ty will draw on a boomerang system that's been further ratcheted up for the new game: players can buy a basic 'rang chassis to customize in hundreds of ways, such as changing its element (fire, ice, lightning) and its physics (speed and distance). Ty will also pilot new vehicles, such as the crawling Crabmersible. Looks like that humor's still intact. —**Steven G.**

The Big News. In Short.

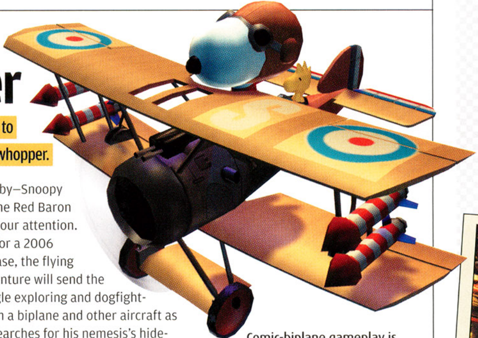
The fight for truth, justice and wacky animation: Hot on the heels of Geneon's good news that it would bring **Viewtiful Joe** to US TV, the anime distributor has wrapped up the where and when: Kids' WB, this fall.... What's **Zooo**, besides odddly titled? Publisher Ignition has cleared up the mystery: it'll be a GBA riff on its DS Zoo Keeper, which itself was a riff on the notoriously addictive Web game Bejeweled. The herdin' starts in August.... Another poker game? Crazy! But Activision will up the ante with the official game for the **World Series of Poker**, which will allow players to create poker faces and distract pros with table chatter. Set in Harrah's Rio casino in Vegas, WSoP will open for biz on the Nintendo GameCube this fall.... Japanese publisher D3 has announced that it has expanded operations into North America. Top of its to-do list? Bring the hyperactive J-pop cartoon **Hi Hi Puffy AmiYumi** to handhelds and consoles. HHPAY will appear first on GBA; stay tuned for details.... Want a chance to win a super-rare **pink Nintendo DS** glammed up with crystals? Or to go hands-on with a trial version of Nintendogs? Both are part of the Simon Malls' DTour Live—check out nintendo.com for summer music tour dates.... Good budget-gaming news for **Rayman** fans! Ubi will release Rayman Advance and Rayman 3: Hoodlum Havoc as a single GBA dual pak in September.... Vivendi Universal has a match made in Hades for one of the voice roles in **Incredible Hulk: Ultimate Destruction**, due for the GCN in August. *Hellboy* star Ron Perlman will be lending his rusted-out pipes to the Hulk's ultraviolent foe, The Abomination. **—Steven G.**

LIKE TO FLY BI?

Peanut Better

Namco's been fishing for gotta-have classics to turn into games—and it's finally pulled up a whopper.

For 50 years before the so-called funny pages actually got funny, Snoopy was the sole anarchist messing up the whitebread world of comics. Today's badly behaved-pet strips owe everything to the pooch who perpetrated all sorts of crimes on the Peanuts gang: drive-by mackin' on Lucy, blanket-snatchin' from Linus and constant master-dissin' on Charlie Brown. All in fun, of course. Which is why—out of all of Namco's classic franchise grabs like Gumby—Snoopy vs. the Red Baron gets our attention. Set for a 2006 release, the flying adventure will send the beagle exploring and dogfighting in a biplane and other aircraft as he searches for his nemesis's hideout. Namco hasn't nailed down specific systems but says that Snoopy will barnstorm Nintendo territory. —Steven G.



Comic-biplane gameplay is hard to pull off (Midway's Freaky Flyers crashed and burned). But if anyone can make it fly, it's Snoopy.

YOU'RE THE TOPS

Gamer's Summit

The Nintendo DS proves to be the height of gaming.

DS-equipped adventurers Chris Grubb and Neal Mueller made it to Everest and back. Read their story of survival and gaming on Nintendo.com.

Grubb and Mueller spent their downtime playing Madden and more.

Although Mueller was the only one of the pair to reach the top, Grubb got in plenty of climbing.

The Critics Agree

Twilight Princess and Nintendogs scoop up accolades at E3.

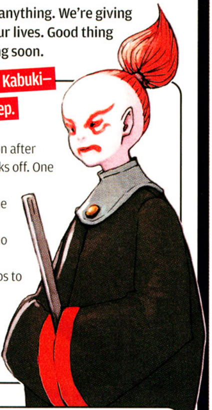
The Game Critics Awards, which solicits opinions from a wide variety of publications, voted The Legend of Zelda: Twilight Princess and Nintendogs category winners at E3 2005.

He came, he saw, he conquered the critics—Link's reviews were excellent at E3.

Naughty, Naughty!
Pure Evil!
And More Naughty!

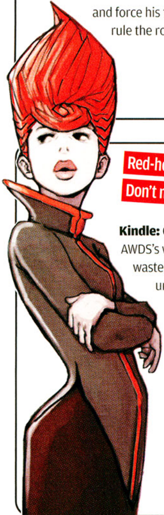
Black Hole Pigs Out in Advance Wars

Don't say we never gave you anything. We're giving you lots of time to run for your lives. Good thing we saw these evil guys coming soon.



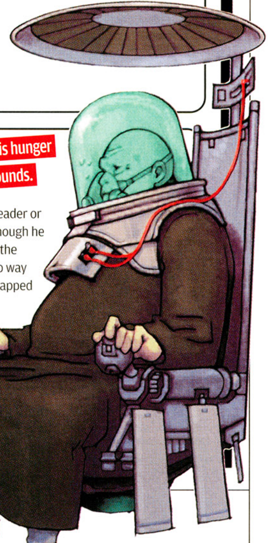
We'd bust him for crimes against Kabuki—but his evil is more than skin-deep.

Koal: You'll see this creep soon after Advance Wars: Dual Strike kicks off. One of the ghoulish commanding officers who've resurrected the Black Hole Army (killed off in AW2), Koal is a violent brat who likes to crack the whip and force his troops to rule the roads.



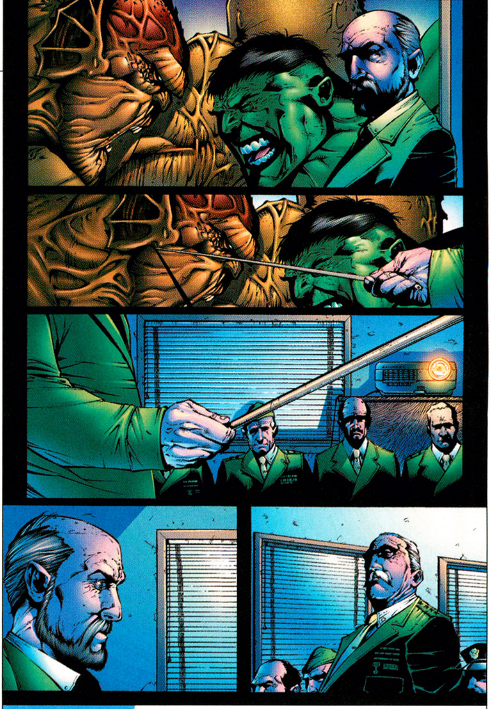
Red-hot hairdo. Bone-cold terror tactics. Don't mistake this royal pain for a lady.

Kindle: Can't be a coincidence. While the AWDS's war-torn nation literally dries up and wastes away—as if consumed by an unnatural disaster—the Black Hole Army stays on the rampage with this ice queen commanding from on high. If she deigns to step onto a battlefield, it's cause to evacuate all urban areas and head for the hills.



Evil gravitates to him. And his hunger for destruction knows no bounds.

Lord von Bolt: Impotent leader or tyrannical powerhouse? Though he dwells in the dark heart of the Black Hole Army, there's no way that a cadaverous dude strapped into so much life-sustaining gear could be all that bad. But he does remind us of a certain Skywalker. . . .



ULTIMATE TIE-IN

Destruction Issues

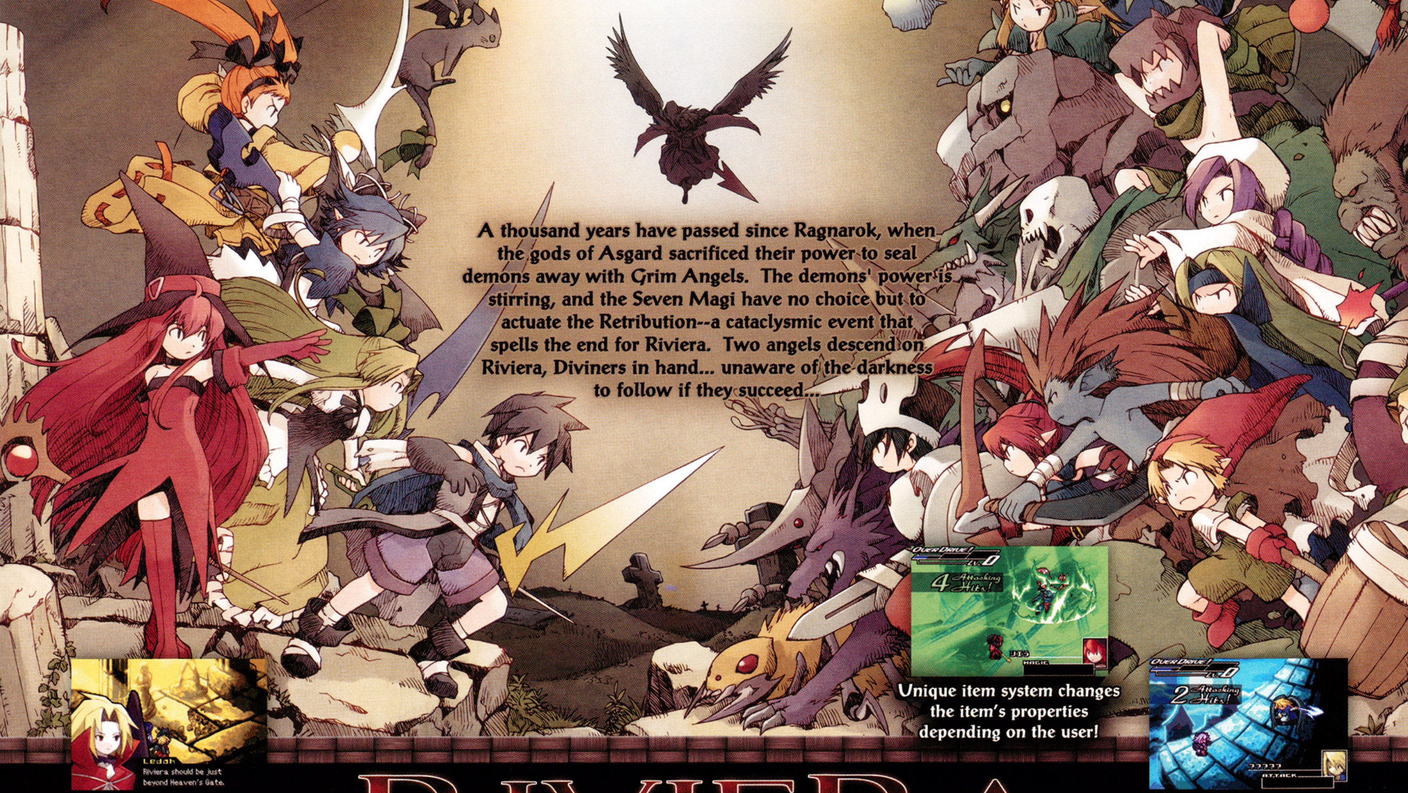
The Incredible Hulk: Ultimate Destruction weaves into a Marvel Comics miniseries to put its stamp on the Hulk comic book universe.

Vivendi Universal's The Incredible Hulk: Ultimate Destruction has been grabbing our attention because of its open-ended gameplay and building-pounding action, but the game's developers didn't skimp on story, either. In a case of comics imitating a game imitating comics, Marvel is currently running a miniseries, dubbed *Hulk: Destruction*, that explains the nuances of Ultimate Destruction's tightly woven tale. Eric Holmes, lead designer for game developer Radical Entertainment, told us, "To know the complete story, you'll have to play the game and read the comic book. The key is that for the first time, video game content is changing comic book continuity. We're actually working with Marvel to explore the character and to redefine what he is to comic book readers."

At the center of the story is a reworking of Emil Blonsky's transformation into the Abomination. "Blonsky is a hateful, twisted man who's risen to the top of the military-industrial complex," says Holmes. "At the start of the game we see he despises mutants, referring to them as 'Abominations.' Through the game we learn why he feels this way, and why he's so set on learning the secrets of [Bruce] Banner's unique biology." *Destruction* explains Blonsky's motivations through flashbacks during a Pentagon meeting in which the participants discuss using the Abomination as the ultimate weapon.

At issue is something that has been haunting Banner since the beginning. Explains Holmes, "One of the themes is what gamma mutation does to people and why. Leader is a janitor who becomes a genius. The Hulk is a scientist with a deep well of inner rage who becomes a monster. Flux becomes a twisted vision of the ultimate soldier."

The first of four comics is out now. The game and the next comic installment are due to hit stores in August. —**George S.**


OVER DRIVE!
Lv. 0
4 Attacking Hits!
MAGIC
2 Attacking Hits!
?????
ATTACK
Ledah
Riviera should be just beyond Heaven's Gate.

A thousand years have passed since Ragnarok, when the gods of Asgard sacrificed their power to seal demons away with Grim Angels. The demons' power is stirring, and the Seven Magi have no choice but to actuate the Retribution--a cataclysmic event that spells the end for Riviera. Two angels descend on Riviera, Diviners in hand... unaware of the darkness to follow if they succeed...

Branching paths of adventure lead to multiple endings!

Unique item system changes the item's properties depending on the user!

A beautiful fantasy world drawn in lush detail!

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EA SAVES THE SEASON

Flames Ignite Leafs

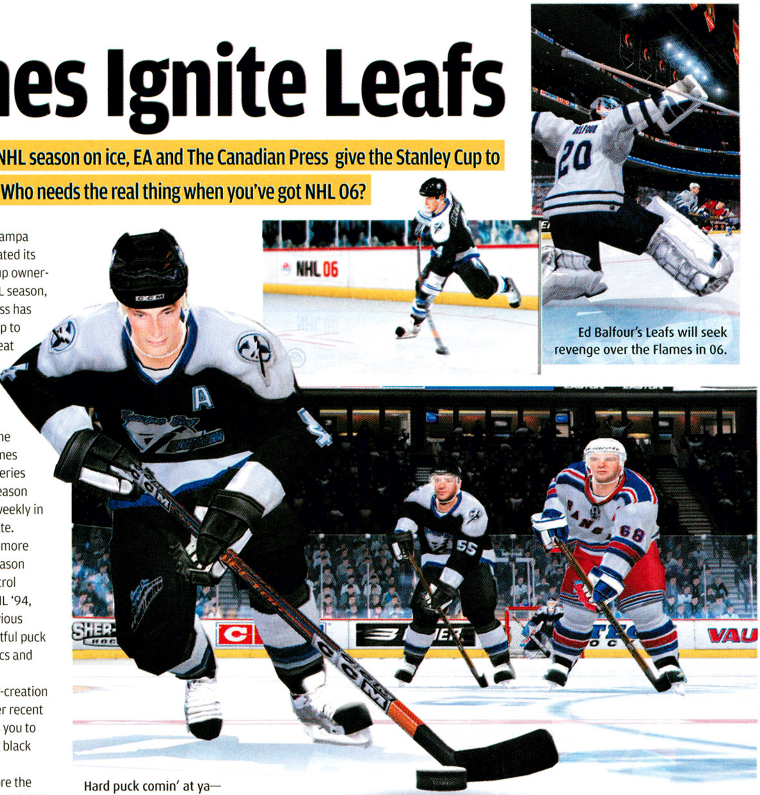
With the 2004-2005 NHL season on ice, EA and The Canadian Press give the Stanley Cup to the Calagary Flames. Who needs the real thing when you've got NHL 06?

In spite of the fact that the Tampa Bay Lightning recently celebrated its first anniversary of Stanley Cup ownership due to this year's lost NHL season, news outlet The Canadian Press has awarded its own championship to the team that the Lightning beat a year ago, the Calgary Flames, on the merits of a simulated Stanley Cup finals using EA's NHL 2005. The Flames came back to defeat the Toronto Maple Leafs in six games after losing the first two in a series that capped off a simulated season that the service reported on weekly in lieu of NHL news to disseminate.

Simulated play will be even more realistic for the 2005-2006 season with EA's NHL 06. Using a control scheme that recalls that of NHL '94, the game improves upon previous installments with more impactful puck physics, new skating mechanics and targeted control over shots.

Also in the works is a player-creation feature that rivals that of other recent EA Sports releases and allows you to give your players intimidating black eyes and scars.

The game is set to ship before the puck drops for the NHL season this fall.
—George S.



Ed Balfour's Leafs will seek revenge over the Flames in 06.

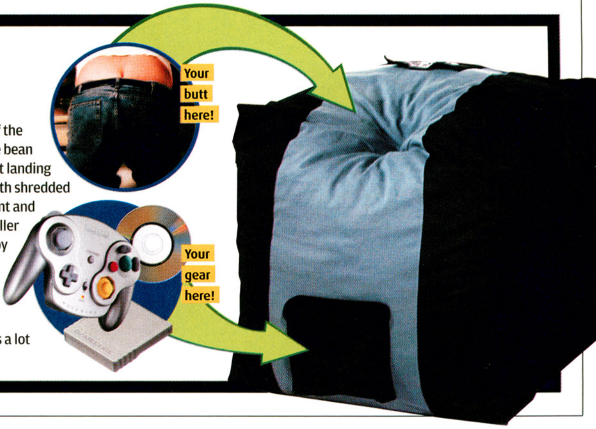
Hard puck comin' at ya—NHL 06 pulls no punches.

LAP OF LUXURY

Every Gaming King Needs a Throne

PAD WATCH!

For the gamer who has everything, the makers of the LoveSac (a 21st-century reinterpretation of the bean bag chair) have introduced the GameSac, a soft landing for hard-core play. The four-foot cube filled with shredded DuraFoam core molds to the form of its occupant and comes complete with an easily accessible controller pocket. Three models match color schemes inspired by the major console makers. The Nintendo-themed bag is black and gray, which recalls the look of the classic NES controller. The basic GameSac retails at $263, and a microsuede-covered version is $400, available through LoveSac's website (www.lovesac.com). That's a lot of cash to cover your assets. —George S.



WE PREDICT A RIOT

EA Gets a Rise out of Marvel

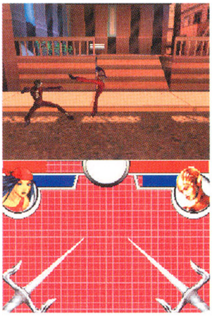
Showing off more spandex than a Poison reunion tour, EA's new troupe stretches the superhero universe in Marvel Nemesis: Rise of the Imperfects for Nintendo DS

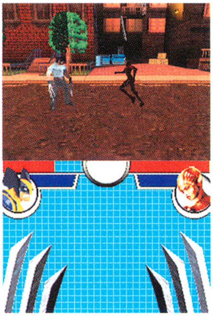
The fight between Marvel stars and a new group of flawed heroes will spill over onto the Nintendo DS in EA's recently announced dual-screen duel. Joining Wolverine, Electra, Spider-Man and other marquee names in one-on-one battles are energy-controlling Solara, teleporter The Wink, earth-shaker Fault Zone and several as-yet-undisclosed new characters for a total of 18 combatants.

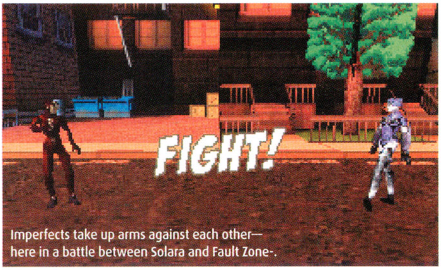
The Imperfects are regular people with extraordinary powers, and they've been assembled by a professorial leader (yeah, it sounds familiar to us, too). What they have against Wolvie, Spidey and the rest, we don't know, but the game's story mode will undoubtably sort that out.

By winning bouts in story mode or wirelessly linked multiplayer mode, players will earn points that they are free to spend on the game's art, unlockable levels, characters, alternative Marvel costumes and other memorabilia.

The fully 3-D fighting action is augmented by touch control, which triggers special powers. Once a hero's rage has built up, the player can activate a special mode that gives the hero unlimited powers for a limited time. The battle begins in October.
—George S.


As Electra's rage increases, a touch of her weapons triggers special moves.


Claws out, Wolverine gives Solara a lesson in being a superhero.

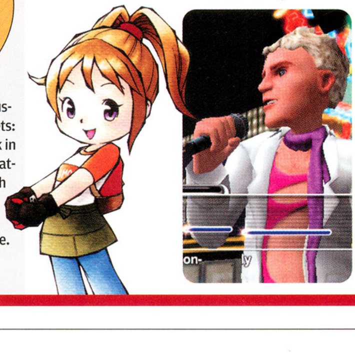


Imperfects take up arms against each other—here in a battle between Solara and Fault Zone-.

THEY DEFIED NATURE
UNHOLY SPAWN!

It's one of the industry's sickest secrets: two games get stuck in an elevator, start chatting about how much they have in common, and (whoops!) out pops a new game.

Harvest Moon: Another Wonderful Life + **Karaoke Revolution Party** =



Karaoke Hoedown: The Full-Moon Mix

Boot-scoot singin'!
Farmgirls gone wild!

Girls on this side, guys on that side, and a pile of sawdust in between: We'd need a dance mat the size of a milking barn for this country-fried karaoke. And all that boot slapping? Who'd have time to grab a mic?

SEPTEMBER SHIFTS

Scurge Too Big for GBA?

Orbital's femme fatale slips into something a bit more comfortable.

Two versions of the sci-fi epic Scurge: Hive will hit in mid-September. Orbital Media has made big claims about Scurge's size, and says that the new DS version (persistent touch-based maps) will be easier to navigate than the GBA iteration.

Tak on the Fast Attack

Juju goes co-op for the third Tak—due sooner than expected.

THQ's serious about grooming its Tak series (even funnier, stranger and prettier each time), and we've gotten word that all three versions of Tak: The Great Juju Challenge (GCN, DS and GBA), which are relying heavily on co-op play, are leaping ahead to September—great news for fans of Tak's magic.

JAM WITH THE BAND

A Night at the Symphony?

Finally, when your girlfriend wants you to take her to the orchestra, you'll actually say yes.

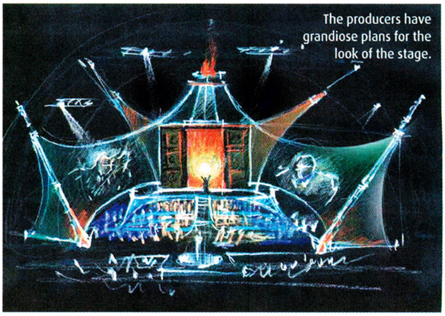
Video games have been around for quite a while, but the true creativity of their music has until now been underappreciated. The Video Games Live concert tour looks to change that with a series of performances throughout the summer. When the festivities kick off on July 6 at the Hollywood Bowl in Los Angeles, Video Games Live's executive producers Tommy Tallarico and Jack Wall—both of them veteran music composers—promise no ordinary night at the symphony. We had a chance to get a few details from the duo about the show just days before kickoff.

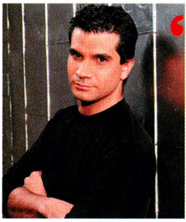
Many of Nintendo's stars will be represented at the concert. The orchestra will perform "classical" tunes such as the Super Mario Bros. theme and the music from the underground and underwater levels, as well as the original The Legend of Zelda theme song. The original Donkey Kong arcade music will also be included as part of a retro medley. Patrons will also hear newer scores from games such as EA's Medal of Honor and Ubisoft's Beyond Good & Evil.

The show will feature a live orchestra, giant, high-tech screens playing footage from the associated games, and a full laser light show aimed toward creating rock-concert intensity, headed by a lighting designer who has worked with the likes of Kiss and Aerosmith. The screens are nearly invisible at night until images are displayed on them. "It's pretty cutting-edge stuff. It makes the video look like it's floating in midair," says Tallarico. Video games won't be the only thing displayed onscreen, however. Stuntmen will interact with the giant video game images in three segments, where they will assume the roles of game characters and playout a famous scene.

Being hard-core gamers themselves, Video Games Live's producers have put a lot of effort into ensuring the performances take the subject matter seriously. "[It] has always been of paramount importance to us to pull off a very professional show," Wall says. Tallarico further explains, "Because we are true gamers, the scenes we are reenacting are done tastefully and with class."

For more information regarding the tour, including locations, dates and ticket information, head to www.videogameslive.com.
—Chris S.


The producers have grandiose plans for the look of the stage.



"We've made it cheese-proof because we don't intend on having Lara Croft's Dance Review or Mario wrestling Sonic."
—Tommy Tallarico

"We want to bring gamers and non-gamers alike out to see the orchestra to really hear what it is capable of."
—Jack Wall

DON'T-MISS Calendar

A double handful of space-shooter and two Daisy Dukes? The 2005 halftime show has the goods, including a triple hit of Madden!

7-19

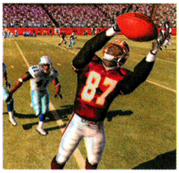
Nanostray set to dominate.
Nintendo fans haven't had a superbeautiful, überdifficult space-shooter since the GCN's Ikaruga. Now Nanostray on the DS plans to seduce pilots with its graphics, then punish 'em with hard-core challenges. Sign us up!

7-26

Harvest Moon is girl-crazy.
Getting your crop planted—that's your duty in the play-as-a-gal remixes of the '04 GCN and GBA titles. You'll go to a farm town to socialize with all the local studs, and you'll make sure your plants grow, too.

8-9

Madden mans up on all three Nintendo systems.
Pigskin fans can hit the field in full force on the GCN, DS and GBA with Madden NFL 06, kicking off a new season of armchair quarterbacking—and endless, endless snacking.



8-16

SSS eye candy, sweet & spicy.
Listen to your mother. Didn't she say that you couldn't trust a girl with symbiotic armor? Sigma Star Saga will put you in her path in a GBA game that's half space-shooter, half RPG. Hot, hot, hot! Go take a cold shower.

8-22

War. Puppies. Why choose?
Nintendo puts the DS into '05 overdrive with the release of Nintendogs and Advance Wars: Dual Strike. Just remember to come home from the battlefield to let your pups out to pee.

SHONEN JUMP'S

ONE PIECE™

GRAND BATTLE™

Battle to be King of the Pirates!

Ahoy there mi hearties! In a world of pirates, one man wants to become the greatest of them all: Monkey D. Luffy.

So stretch out those rubber limbs, unsheathe your sword and gather your pirate chums. It's time to do battle! Will you become King of the Pirates?

Choose from 16 one-of-a-kind wacky pirates and 32 support characters – each with more than 20 regular moves!*

Land ahoy! 7 colorful stages full of crazy gimmicks. Pick up and use objects to fight your foes!*

6 game play modes: including 2-player Grand Battle versus mode!*

Coming September 2005

Also look for the collectible card game coming soon!

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*Screenshots and game play features apply to PlayStation®2 and Nintendo GameCube™ versions only.

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GAME WATCH FORECAST

We've heard that hair grows faster if you eat lots of meat. Or comb it a lot. But you probably care only if you're a headbanger or a supermodel. You're here for the games. Are your most-anticipated titles just stubble, or long and luxurious? Comb through our Forecast.

Ubi has steeled Clancy's soldiers for the upcoming Ghost Recon and muscled up the game's name with a tough new subtitle—Advanced Warfighter.

Announced
In Development
Ready for Release

Game Title	Publisher	●●●
Game Title	Publisher	●●● — New games added to the list

You asked! We listened!

NINTENDO GAMECUBE

Game Title	Publisher	
Barnyard	THQ	●●○
Battalion Wars	Nintendo	●●○
Bratz Rock Angelz	THQ	●●○
Call of Duty 2: Big Red One	Activision	●●○
Charlie and the Chocolate Factory	Global Star	●●●
Chibi Robo	Nintendo	●●○
The Chronicles of Narnia: the Lion, the Witch and the Wardrobe	Disney	●●○
Crash Tag Team Racing	VU Games	●●○
Dance Dance Revolution: Mario Mix	Nintendo	●●○
Disney/Pixar's The Incredibles: Rise of the Underminer	THQ	●●○
Disney's Chicken Little	Disney	●●○
Ed, Edd n Eddy: The Mis-Edventures	Midway	●●○
Fire Emblem: Path of Radiance	Nintendo	●●○
Frogger: Ancient Shadow	Konami	●●○
Geist	Nintendo	●●○
Gun	Activision	●●○
Harry Potter and the Goblet of Fire	EA	●●○
Harvest Moon: Another Wonderful Life	Natsume	●●●
Hello Kitty Roller Rescue	Namco	●●○
The Incredible Hulk: Ultimate Destruction	VU Games	●●○
James Bond 007: From Russia with Love	EA	●●○
Karaoke Revolution Party	Konami	●●○
Kirby*	Nintendo	●●○
The Legend of Zelda: Twilight Princess	Nintendo	●●○
Madden NFL 06	EA	●●●
Mario Baseball	Nintendo	●●○
Mario Party 7	Nintendo	●●○
Mark Davis Pro Bass Challenge	Natsume	●●○
Marvel Nemesis: Rise of the Imperfects	EA	●●○
Mega Man X Collection	Capcom	●●○
Midway Arcade Treasures 3	Midway	●●○
Mini-Golf Mayhem	Crave	●○○
The Movies	Activision	●●○
Namco Museum 50th Anniversary	Namco	●●○
NBA Live 06	EA	●●○
Need for Speed: Most Wanted	EA	●●○
NHL 06	EA	●●○
Nicktoons: Nicktoons Unite!	THQ	●●○
Nintendo Pennant Chase Baseball	Nintendo	●●○
Odama	Nintendo	●●○
One Piece: Grand Battle	Bandai	●●○
Pac-Man World 3	Namco	●●○
Peter Jackson's King Kong	Ubisoft	●●○
Pokémon XD: Gale of Darkness	Nintendo	●●○
Prince of Persia 3*	Ubisoft	●●○
Room Zoom: Race for Impact	Jaleco	●●○
Scooby-Doo! Unmasked	THQ	●●○
Shadow the Hedgehog	Sega	●●○
Shrek Superslam	Activision	●●○
The Sims 2	EA	●●○
Sonic Gems Collection	Sega	●●●
Spartan: Total Warrior	Sega	●●○
SpongeBob SquarePants: Lights, Camera, Pants!	THQ	●●○
SSX on Tour	EA	●●○
Starcraft: Ghost	VU Games	●●○
Super Mario Strikers	Nintendo	●●○
Tak: The Great Juju Challenge	THQ	●●○
Teen Titans	Majesco	●●○
Teenage Mutant Ninja Turtles 3: Mutant Nightmare	Konami	●●○
Tiger Woods PGA Tour 06	EA	●●○
Tom Clancy's Ghost Recon Advanced Warfighter	Ubisoft	●○○
Tom Clancy's Rainbow Six Lockdown	Ubisoft	●●○
Tom Clancy's Splinter Cell 4*	Ubisoft	●○○
Tony Hawk's American Wasteland	Activision	●●○
True Crime: New York City	Activision	●●○
Ty the Tasmanian Tiger: Night of the Quinkan	Activision	●●○
Ultimate Spider-Man	Activision	●●○
Viewtiful Joe VFX Battle	Capcom	●●○
World Championship Poker	Crave	●○○
World Series of Poker	Activision	●○○
WWE: Day of Reckoning 2	THQ	●●○
X-Men Legends II: Rise of Apocalypse	Activision	●●○
Zatch Bell!	Bandai	●●○

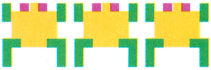
GAME BOY ADVANCE

Game Title	Publisher	
Atomic Betty	Namco	●●○
Backyard Football 2006	Atari	●○○
Backyard Skateboarding 2006	Atari	●○○
Barnyard	THQ	●●○
Berenstain Bears and the Spooky Old Tree	Namco	●●○
The Bible Game	Crave	●●○
Bionicle: Maze of Shadows	THQ	●●○
Bratz Rock Angelz	THQ	●●○
Charlie and the Chocolate Factory	Global Star	●●●
The Chronicles of Narnia: The Lion, The Witch and the Wardrobe	Disney	●●○
CT Special Forces 3: Bioterror	Hip Games	●●○
Danny Phantom: The Ultimate Enemy	THQ	●●○
Disney's Chicken Little	Disney	●●○
Disney's Cinderella: Magical Dreams	Disney	●●○
Disney's Kim Possible 3: Team Possible	Disney	●●●
Disney's Lizzie McGuire 3	Disney	●●○
Disney's That's So Raven 2	Disney	●●○
Disney's The Proud Family	Disney	●●○
DK: King of Swing	Nintendo	●●○
Donkey Kong Country 3	Nintendo	●●○
Dragon Ball GT: Transformation	Atari	●●○
Duel Masters 3*	Atari	●●○
Dynasty Warriors Advance	Nintendo	●●○
Ed, Edd n Eddy: The Mis-Edventures	Midway	●●○
everGirl*	THQ	●○○
The Fairly OddParents!*	THQ	●●○
Gumby vs. the Astrobots	Namco	●●○
Gunstar Super Heroes	Sega	●●○
Hamtaro: Rainbow Rescue	Nintendo	●○○
Hardcore Pool	Telegames	●●○
Harry Potter and the Goblet of Fire	EA	●●○
Harvest Moon: More Friends of Mineral Town	Natsume	●●●
Hi Hi Puffy AmiYumi	D3PA	●○○
Hugo: Bukkazoom	Namco	●●○
James Pond Codename Robocod	Valcon	●●●
Juka and the Monophonic Menace	Orbital	●●○
Legend of the River King Advance	Natsume	●●○
LEGO Bionicle: Maze of Shadows	THQ	●●○
Madden NFL 06	EA	●●○
Mario Tennis Advance	Nintendo	●●○
Mega Man Anniv. Collection	Capcom	●●○
Mega Man Zero 4	Capcom	●●○
Metal Slug	SNK	●●○
Namco Museum 50th Anniversary	Namco	●●○
Need for Speed: Most Wanted	EA	●○○
Nicktoons: Nicktoons Unite!	THQ	●○○
One Piece	Bandai	●●○
Payback	Destination	●○○
Pirate Battle	Orbital	●●○
Power Rangers: S.P.D.*	THQ	●○○
RebelStar: Tactical Command	Namco	●●○
Santa Claus Saves the Earth	Telegames	●●○
Scooby-Doo! Unmasked	THQ	●●○
Screw Breaker	Nintendo	●●○
Scurge: Hive	Orbital	●●○
Shaman King: Master of Spirits 2	Konami	●●○
Shrek Superslam	Activision	●○○
Sigma Star Saga	Namco	●●●
The Sims 2	EA	●●○
Sky Dancers*	Crave	●○○
SpongeBob SquarePants: Lights, Camera, Pants!	THQ	●○○
Super Robot Monkey Team Hyperforce Go!	Disney	●○○
Tak: The Great Juju Challenge	THQ	●●○
Teen Titans	Majesco	●●○
Tim Burton's The Nightmare Before Christmas: The Pumpkin King	Disney	●●○
Tony Hawk's American Wasteland	Activision	●●○
Top Spin 2	2K Sports	●○○
Ty the Tasmanian Tiger: Night of the Quinkan	Activision	●●○
Ultimate Arcade Games	Telegames	●●○
Ultimate Pocket Games	Telegames	●●○
Ultimate Puzzle Games	Telegames	●●○
Ultimate Spider-Man	Activision	●○○
Ultimate Table Games	Telegames	●●○
W.I.T.C.H.*	Disney	●○○
Winx Club	Konami	●○○
World Poker Tour 2K6	2K Sports	●○○
World Reborn	Destination	●●○
X-Bladez: Inline Skater	Crave	●●○
Xyanide	Playlogic	●○○
Zooo	Ignition	●●○

It'll be Bambi skewers for DS gamers when they get shipwrecked on a deserted island in Lost in Blue, the survival title washing ashore in September.

NINTENDO DS

Game Title	Publisher	
A Boy and His Blob	Majesco	●●○
Advance Wars: Dual Strike	Nintendo	●●○
Age of Empires: The Age of Kings	Majesco	●●○
Animal Crossing DS*	Nintendo	●●○
ATV Quad Fury 2	Majesco	●●○
Barnyard	THQ	●○○
Battles of Prince of Persia*	Ubisoft	●●○
Black & White Creatures	Majesco	●●○
Blades of Thunder 2	SummitSoft	●●○
Boktai*	Konami	●○○
Brain Twisting Game Vol. 1*	Aruze	●●○
Bust-a-Move DS	Majesco	●●○
Castlevania: Dawn of Sorrow	Konami	●●○
ChoroQ DS	Atlus	●○○
The Chronicles of Narnia: The Lion, the Witch and the Wardrobe	Disney	●●○
Crash Tag Team Racing	VU Games	●○○
Disney/Pixar's Finding Nemo*	THQ	●○○
Disney/Pixar's The Incredibles: Rise of the Underminer	THQ	●○○
Disney's Kim Possible: Kimmunicator	Disney	●●○
Disney's Lizzie McGuire & That's So Raven*	Disney	●●○
Dragon Ball Z: Supersonic Warriors	Atari	●●○
Dragon Booster	Konami	●●○
Dragon Quest Monsters*	Square Enix	●○○
Dynasty Warriors*	Koei	●○○
Egg Monster Heroes	Square Enix	●●○
Electroplankton	Nintendo	●●○
Europa Universalis II	Pocket PC	●●○
Final Fantasy III	Square Enix	●○○
Final Fantasy: Crystal Chronicles*	Square Enix	●○○
Frogger: Helmet Chaos	Konami	●●○
Fushigi No Dungeon*	Chun Soft	●○○
The Game of Life DS	Atlus	●○○
Golden Nugget Casino DS	Majesco	●●○
GoldenEye: Rogue Agent	EA	●●●
Guilty Gear Dust Strikers	Majesco	●●○
Harry Potter and the Goblet of Fire	EA	●●○
Harvest Moon DS*	Natsume	●●○
Historical Simulation Game*	Koei	●○○
Intern Tendo Dokuta	Spike	●●○
Jam with the Band*	Nintendo	●●○
Johnny Rocketfingers	Conspiracy	●○○
Legend of the River King*	Natsume	●○○
The Legend of Zelda: Four Swords*	Nintendo	●○○
Lost in Blue	Konami	●●○
Lunar: Dragon Song	Ubisoft	●●○
Madden NFL 06	EA	●●○
Mah-Jong*	Koei	●○○
Mario & Luigi 2	Nintendo	●●○
Mario Kart DS*	Nintendo	●●○
Marvel Nemesis: Rise of the Imperfects	EA	●●○
Mega Man Battle Network 5: Double Team	Capcom	●●○
Metroid Prime Hunters	Nintendo	●●○
Metroid Prime Pinball	Nintendo	●●○
Mini RC Rally	SummitSoft	●●○
Mobile Suit Gundam Seed	Bandai	●○○
Monster Rancher	Tecmo	●○○
Moonlight Fables*	Majesco	●○○
Nanostray	Majesco	●●●
Need for Speed: Most Wanted	EA	●○○
New Super Mario Bros.*	Nintendo	●●○
Nintendogs	Nintendo	●●○
One Piece	Bandai	●●○
Organizer Plus	SummitSoft	●○○
Pac 'n Roll	Namco	●●○
Peter Jackson's King Kong	Ubisoft	●○○
Phoenix Wright: Ace Attorney	Capcom	●●○
Pirates of the Caribbean: Dead Man's Chest	Disney	●○○
Quad Desert Fury 2	Majesco	●○○
Real Time Conflict: Shogun Empires	Namco	●●○
SBK: Snowboard Kids DS	Atlus	●●○
Scooby-Doo! Unmasked	THQ	●○○
Scurge: Hive	Orbital	●●○
Secret of Mana*	Square Enix	●○○
Shin Megami Tensei DS*	Atlus	●○○
Shrek Superslam	Activision	●○○
The Sims 2	EA	●●○
Slime Morimori Dragon Quest*	Square Enix	●○○
Sonic Rush	Sega	●●○
Space Invaders Revolution	Mastiff	●●○
SpongeBob SquarePants: The Yellow Avenger	THQ	●●○
Spyro: Shadow Legacy	VU Games	●●○
Super Princess Peach	Nintendo	●●○
Tak: The Great Juju Challenge	THQ	●●○
Teenage Mutant Ninja Turtles 3: Mutant Nightmare	Konami	●●○
Texas Hold 'Em Poker	Majesco	●●○
Tony Hawk's American Wasteland	Activision	●●○
Top Spin 2	2K Sports	●○○
Touch Golf DS*	Nintendo	●●○
Trace Memory	Nintendo	●●○
Trauma Center: Under the Knife	Atlus	●●○
Ultimate Brain Games	Telegames	●○○
Ultimate Card Games	Telegames	●●○
Ultimate Pocket Games	Telegames	●○○
Ultimate Spider-Man	Activision	●●○
Vandal Hearts*	Konami	●○○
Viewtiful Joe DS	Capcom	●●○
Winx Club	Konami	●○○
World Soccer Winning Eleven*	Konami	●○○
Yu-Gi-Oh!: Nightmare Troubadour	Konami	●●○
Zoo Tycoon DS	THQ	●●○



Both Frogger titles—Helmet Chaos (DS) and Ancient Shadow (GCN)—will make the leap in September. Retro gamers, save your quarters. Both include the arcade original.

* TENTATIVE TITLE

You FOUND the OCARINA!

The Ocarina inspired by the Legend of Zelda is now available!

Easy to Play - a well tuned and finely crafted musical instrument! Made from High Fired Ceramic. Includes a Songbook / Tutorial with simple finger notation for many songs and fancy tricks plus Lullabies, Serenades, and Minuets.

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THE FAMILY TREE
TRACING THE LINEAGE OF GAMES

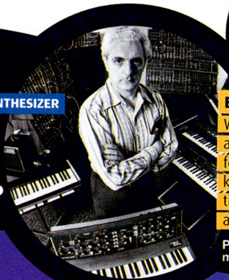
THE LIFE AQUATIC

Part music sequencer, part underwater oddity, Electroplankton exists in a world of its own. What inspirations brought this game to life?

SEA MONKEYS

PHONOGRAPH

THEREMIN


SYNTHESIZER

ELECTRONICA

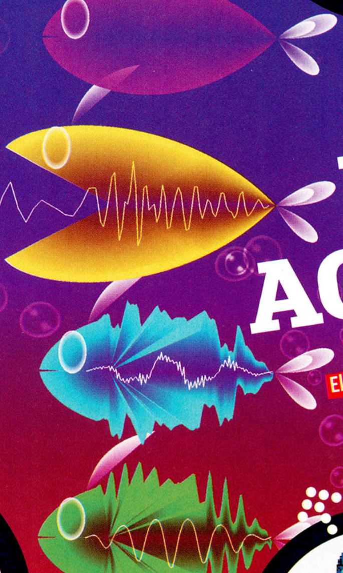
While aging engineers such as Bob Moog paved the way for electronic music, they kept their precious inventions as far away from water as possible.

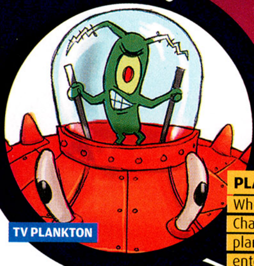
Photo courtesy of moogarchives.com

GOLDFISH

UNDERWATER BUDDIES

Aquatic pets are fun, but can your pet goldfish lay down mad beats? I don't think so!



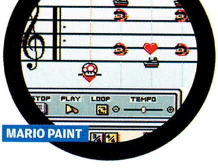

TV PLANKTON

LIVE-ACTION PLANKTON

PLANKTON PARTY

Whether on the Discovery Channel or Nickelodeon, plankton has been entertaining us for years.

NDI SOUNDII NOISE
ON ON O
GAME BOY CAMERA



MARIO PAINT

VISUAL MUSIC

Sequencing music should never be attempted apart from cameras, painting and aquatic life.

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ADVANCE WARS DUAL STRIKE

NINTENDO DS

EVERYONE E Cartoon Violence CONTENT RATED BY ESRB

NINTENDO POWER

WHO ARE YOU?
NINTENDO
YOSHI TOPSY-TURVY
GAME BOY ADVANCE SP
EVERYONE
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CONTENT RATED BY
ESRB

MIND BLOWING.
MENTAL.
MANEUVERING.

A WALL IS A SLOPE. SHIPS SWING LIKE PENDULUMS AND THE WHOLE WORLD TILTS WITH YOU IN YOSHI'S TOPSY-TURVY.

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Tiger Prince

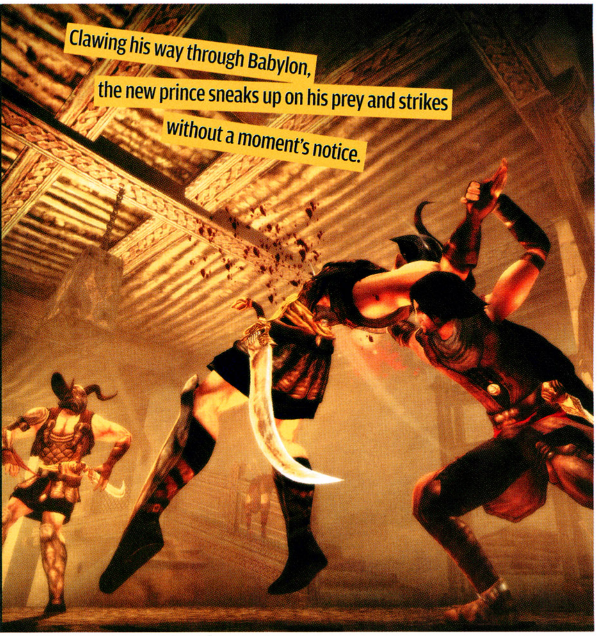
>PRINCE OF PERSIA 3

PLATFORM: **GCN** • PUBLISHER: **UBISOFT**
DEVELOPER: **UBISOFT** • RELEASE: **FALL 2005**

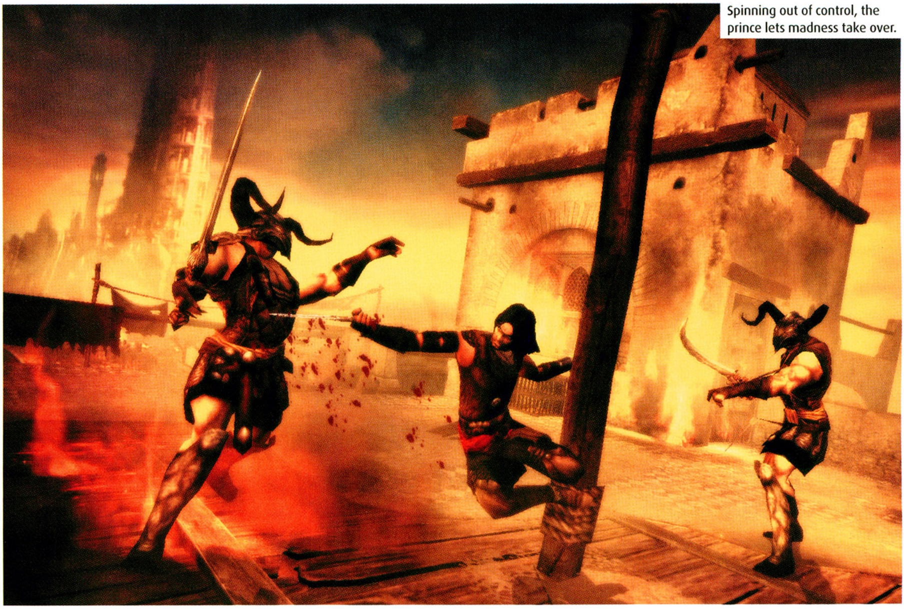
Three taxing adventures have not been easy on the Prince of Persia. With each new chapter, the royal has become more world-weary and more willing to take the lives of his enemies. PoP3 finds him destitute on the streets of Babylon and possessed by a dark prince who can take over the body of the hero at will, and the imposter imposes his own fighting style in the game's free-flowing skirmishes. The protagonist strangles enemies from afar wielding a deadly Daggertail, uses stealth techniques to attack enemies from behind and employs the game's new Speed Kill System to make short work of adversaries.

Whereas the prince's earlier adventures have taken place on palace grounds, his new fight is set in the heavily populated ancient city—near the Tower of Babel, in a marketplace, on a riverside and on the roofs of buildings—more epic, more immediate and more M-rated than ever before.

The current-generation Prince of Persia games have been among the best-reviewed titles in recent years, and deservedly so. The third in the series looks to continue in that tradition with incredible graphic quality and tight, nonstop action gameplay. —GEORGE S.



Clawing his way through Babylon, the new prince sneaks up on his prey and strikes without a moment's notice.



Spinning out of control, the prince lets madness take over.

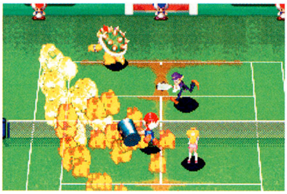
Aces Wild

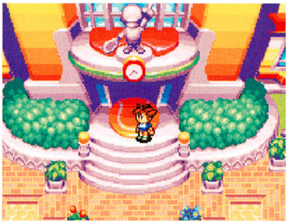
>MARIO TENNIS ADVANCE

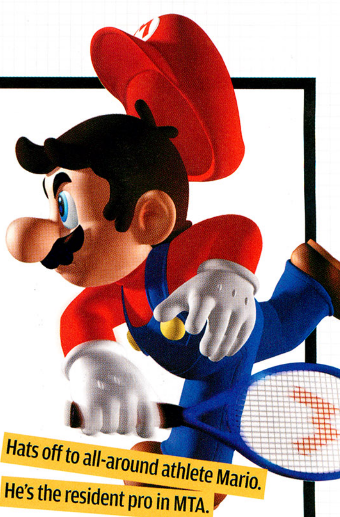
PLATFORM: GBA • PUBLISHER: NINTENDO
DEVELOPER: CAMELOT • RELEASE: OCTOBER 2005

Mario hammers returns with a massive mallet. Donkey Kong connects with a boomerang banana. Waluigi freezes everything, fills the tennis court with water and swims to the ball. All of the tricks and supercharged shots that made Mario Power Tennis for the GCN an accessible arcade-style game are in Mario Tennis Advance for the GBA. Eight Mushroom Kingdom characters step onto center court for singles or doubles matches for up to four players and have at it in four difficulty modes.

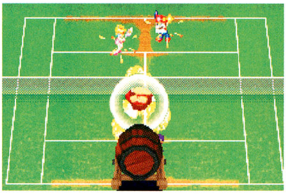
And, as was the case for the Camelot-published Mario Golf: Advance Tour, facing off with the Mario gang is just half the game. In story mode, you take on the role of an up-and-coming tennis star, tuning up your game through a series of challenges that test your serve, return, accuracy and ability to cover the whole court, and increasing your character's attributes. It's an RPG in which you volley with power players instead of fighting boss monsters. If the game follows in the footsteps of other Camelot sports titles, it'll all build up to a match with super-pro Mario. —GEORGE S.

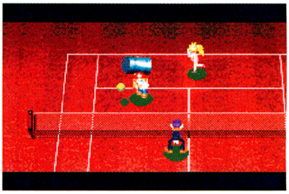


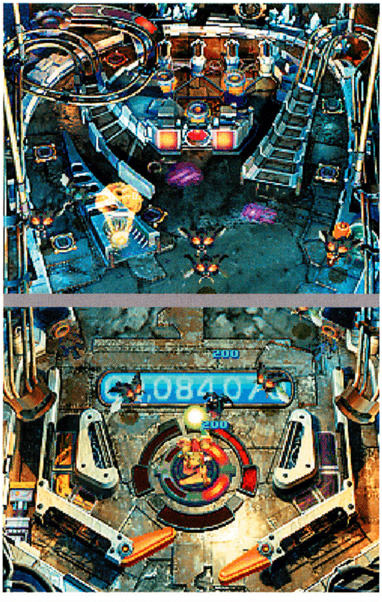


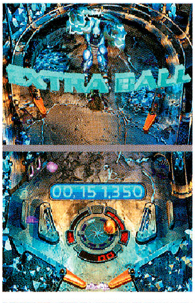


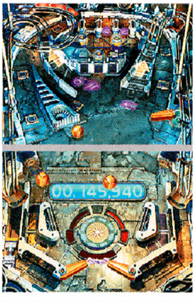
Hats off to all-around athlete Mario. He's the resident pro in MTA.











Metroid Morphs

>METROID PRIME PINBALL

PLATFORM: DS • PUBLISHER: NINTENDO
DEVELOPER: FUSE GAMES • RELEASE: Q4 2005

Our favorite female bounty hunter has never let us down, and her first foray into the world of video game pinball is no exception. Metroid Prime Pinball lets you control Samus in Morph Ball mode by using flippers to send her flying across the game's elaborate boards. The pinball table spans both screens, and can be nudged by touching the lower screen. One of many aspects that separates this game from others in the genre is Samus's life meter. Enemies such as Space Pirates and Metroids scour the pinball table, barraging Samus from all sides with missiles and other attacks. Samus can fight back by ramming into them or by laying down bombs. She can also exit Morph Ball mode for brief periods to fire weapons at enemies. Like in previous Metroid games, weapon upgrades will improve Samus's chance of survival, especially during MPP's epic boss battles. —ANDY M.

Stars Light Up Live

>NBA LIVE 06

PLATFORM: GCN • PUBLISHER: ELECTRONIC ARTS
DEVELOPER: ELECTRONIC ARTS • RELEASE: OCTOBER 2005

The all-stars get the calls in EA's showboating NBA Live update. Ben Wallace, Shaquille O'Neal and other marquee big men plow though defenders with over-the-top dunks. Steve Nash, Jason Kidd and the rest of the point-guard elite pull off spectacular passes that make defenders miss a step. Every NBA superstar shows what he does best with strength, style and intuitive control that makes use of simple button combinations.

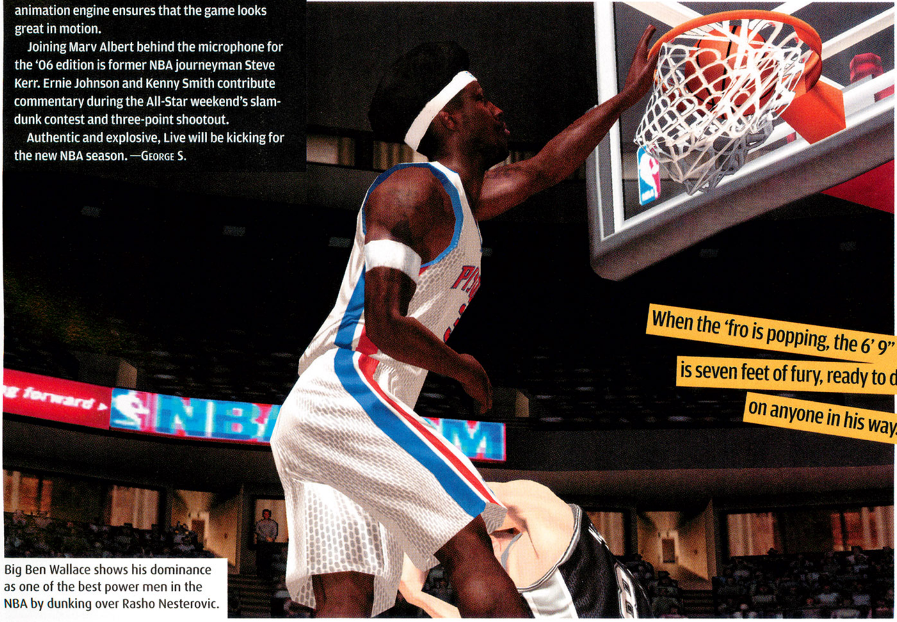
And, if you think that a player is a superstar but hasn't been designated as one, or you've created a player who is bound for glory, you can assign superstar status to anyone in the game.

Basketball games can feel static when it boils down to the half-court game, but NBA Live 06's realistic plays and Freestyle Stick control keep the action flowing. By looking for the opening and capitalizing on it at the right moment, you can establish NBA-caliber momentum and keep it.

Improved visuals match the stunning gameplay. Every baller on the court—especially the superstars—is recognizable at a glance. And an all-new animation engine ensures that the game looks great in motion.

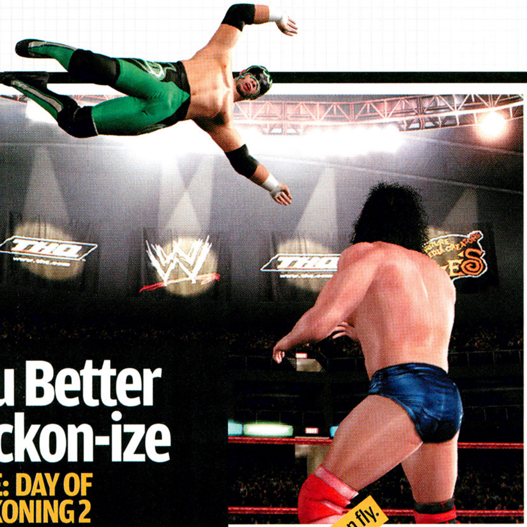
Joining Marv Albert behind the microphone for the '06 edition is former NBA journeyman Steve Kerr. Ernie Johnson and Kenny Smith contribute commentary during the All-Star weekend's slam-dunk contest and three-point shootout.

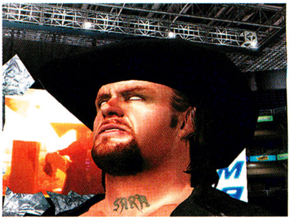
Authentic and explosive, Live will be kicking for the new NBA season. —GEORGE S.

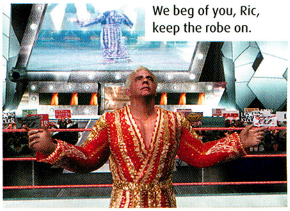


When the 'fro is popping, the 6' 9" Wallace is seven feet of fury, ready to drop on anyone in his way.

Big Ben Wallace shows his dominance as one of the best power men in the NBA by dunking over Rasho Nesterovic.







We beg of you, Ric, keep the robe on.

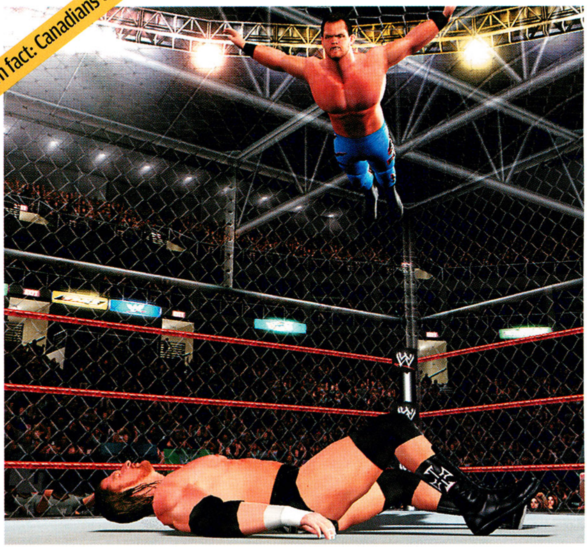
You Better Reckon-ize

>WWE: DAY OF RECKONING 2

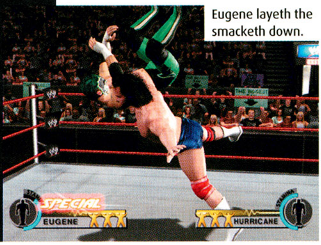
PLATFORM: GCN • PUBLISHER: THQ
DEVELOPER: YUKES • RELEASE: FALL 2005

Day of Reckoning 2 will likely be THQ's final rasslin' title for the GCN, and based on some extended play time, it's shaping up to be the best. As has been well-documented (and is further proven by this new batch of screenshots), the game boasts some significant visual improvements over its predecessors. The character models bear a more striking resemblance to their real-life counterparts (complete with eerily expressive faces), and the lighting effects have been tweaked to make the perpetually sweaty grapplers look less plastic. Thanks to a new stamina meter, the matches also play out more like they do on TV. Every action depletes some of your energy, requiring you to take a more strategic approach and apply the occasional rest hold between big moves. Those looking for an arcade-style brawler will likely be disappointed by the more realistic pace, but it should appeal to hardcore wrestling fans.

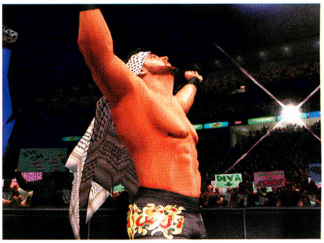
The story mode is a continuation of last year's game (a first for a WWE title), which gives your character some history with the other superstars. (Unfortunately, due to the game's overhauled graphics engine, you won't be able to transfer your created grappler from the first Day of Reckoning.) The thrust of the narrative is your quest to reclaim the title, but THQ also promises a love interest for your character, as well as a big WWE-style mystery. Rounding out the package are a new match type—Last Man Standing—and a remarkably up-to-date roster of Superstars. Among the new competitors are Eugene, Muhammad Hassan, Carlito, Heidenreich, Kenzo Suzuki, Orlando Jordan, Gene Snitsky, Maven, Paul London, Christy Hemme and Chris Masters. Maybe the video game version of "The Masterpiece" can get through a match without breaking his opponent's face. —STEVE T.



Little known fact: Canadians can fly.



Eugene layeth the smacketh down.

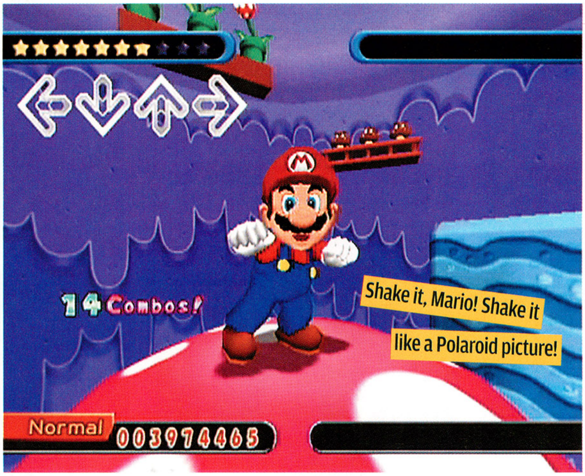


Mario's Wild Side

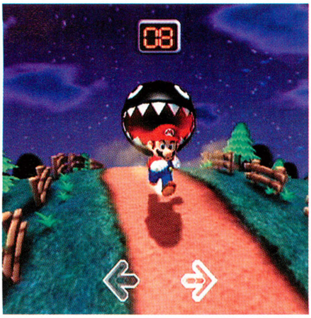
>DANCE DANCE REVOLUTION: MARIO MIX

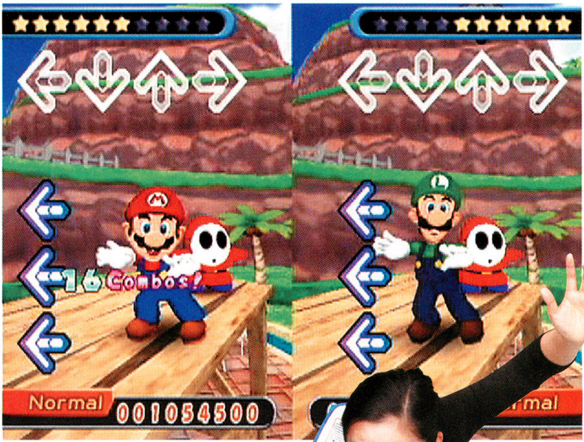
PLATFORM: GCN • PUBLISHER: NINTENDO
DEVELOPER: KONAMI • RELEASE: OCTOBER 2005

Mario and friends have done a lot of crazy things, but we're pretty sure dancing like a young John Travolta has not been among them—until now, that is. Dance Dance Revolution: Mario Mix reinvents the popular DDR franchise with Mario and Luigi at the helm, dancing their way through Mushroom Kingdom and beyond. The gameplay expands upon the expected DDR format by throwing obstacles and enemies into the mix. When fighting turtles, for instance, you'll need to step on them twice: once to knock them into their shell, and once to send them flying—all while keeping the beat. The game includes Story mode, Free mode and a ton of minigames. Playing through Story mode forces Mario or Luigi to engage in "dance-offs" with recognizable foes, including Bowser (now that's a sight to see!). And there are plenty of unlockables to keep the brothers' booties shakin'!
—ANDY M.



Shake it, Mario! Shake it like a Polaroid picture!





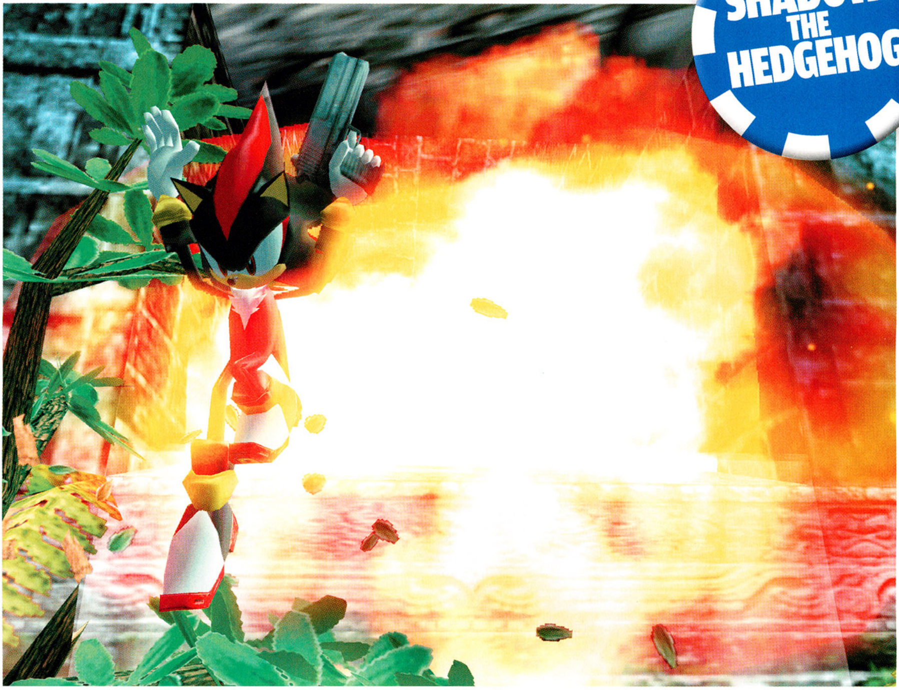
A dance pad is bundled in with the game to help get the party started right.

SEGA GOES HOG WILD!

Sonic and Shadow share the spotlight in a triple dose of hedgehog hijinx.

By Steve Thomason

Once Nintendo's fiercest rival, Sega is now one of the company's greatest supporters. In 2005, the house that Sonic built is upping the ante to deliver no fewer than three new titles from its most beloved franchise. We take an exclusive look at **Shadow the Hedgehog, Sonic Rush and Sonic Gems Collection,** then sit down for a chat with the man in charge.

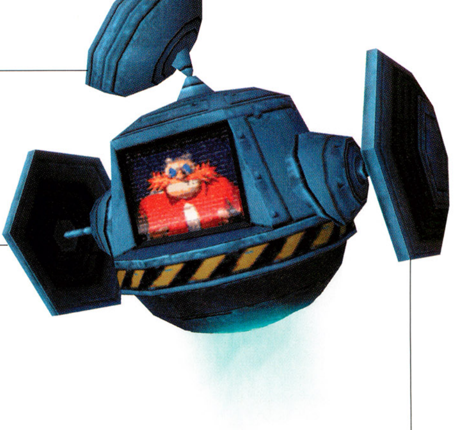


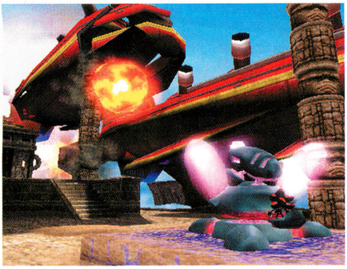
Beyond Good and Evil: Few video game icons have enjoyed as much long-term success as Sonic the Hedgehog. Sega's blue blur has headlined best-selling games for three hardware generations, he's starred in Saturday-morning cartoons, and last year he even got his own Happy Meal. Nonetheless, Takashi Iizuka, the man behind the hedgehog for the past 12 years, decided it was time for a change. "We didn't want to neglect the Sonic series, though," explains Iizuka. "We wanted to expand it by creating this new kind of franchise that offers something that was never possible in the Sonic games. We wanted Shadow to be a little darker and a bit edgier. We don't want to leave Sonic behind; this is just a different path for us to explore."

And that path is laden with heavy artillery. Unlike Sega's lovable mascot, the titular antihero in Shadow the Hedgehog can wield an assortment of weapons ranging from rocket launchers to signposts that he rips out of the ground. He'll also man vehicles from time to time. The list of sweet rides that you can commandeer includes a two-door convertible sports car, a military jeep and even an alien hovercraft. "We included the vehicles to increase the variety of gameplay within each stage," says Iizuka. The game doesn't stray entirely from its roots, however. The gunplay is mixed with a healthy dose of high-speed platforming to produce an experience that's both new and familiar.

To bring the protagonist's shadowy nature to the fore, Iizuka's team has presented the player with a moral choice. The game's story revolves around a conflagration between a malevolent alien race called the Black Arms, and the GUN army charged with protecting the planet. Shadow must choose a side in the conflict by completing either a hero mission or a villain mission in each stage. (There is a neutral mission as well, but what fun is that?) According to Iizuka, "The basis of the Sonic series was to be a simple game that could be played by anyone who picked up the controller. It was basically just going through the stage and reaching the goal. For Shadow, we wanted to engage the player more. To allow them to decide what they wanted to do next." The game's narrative branches based on those decisions, ultimately leading to one of its multiple endings. "Not only do we have a pure hero ending and a pure evil ending," reveals Iizuka,

"For Shadow, we wanted to engage the player more."



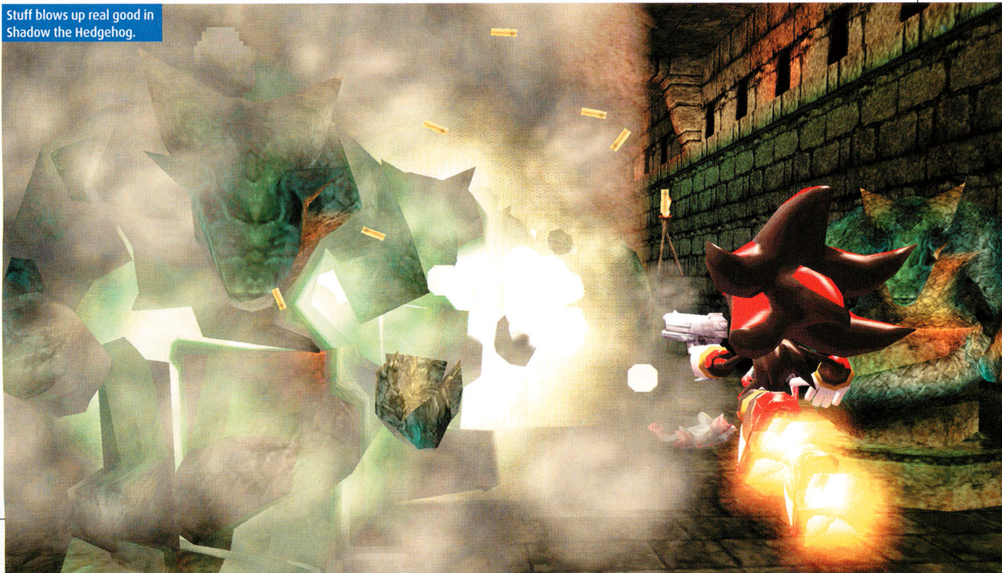


"but because you can switch allegiances throughout the adventure, there are additional branches as well. They all explore the question, 'Who is Shadow?' 'What is the reason for his existence?'"

As the mysterious hedgehog pursues his objectives, destroying GUN soldiers and Black Arms invaders will fill his Dark Gauge and Hero Gauge, respectively. Once a gauge is filled, Shadow can unleash the corresponding Chaos power. The heroic Chaos Control propels him safely through the level at astonishing speeds (even by Sonic standards), while the villainous Chaos Blast immediately vanquishes every enemy in sight. The protagonist's affiliation also determines the "mission character" that accompanies him through the level. These helpful escorts offer advice on how to complete the selected mission, and in some cases, will even fight alongside Shadow. In one level, doing evil deeds partners him with a tentacled Black Arms monstrosity called Doom's Eye, while battling for the forces of good brings Sonic to his aid. A number of other familiar faces will make an appearance, as well. "We even included Team Chaotix," Iizuka admits with a chuckle.

To help Shadow make the most of his solo debut, the team created an all-new graphics engine from scratch. "The previous engine that we've been using for Sonic is the same engine we've been using since the first Sonic Adventure for Dreamcast. It didn't allow some of the things that we wanted to do," explains Iizuka. Those things include destructible environments and a host of new special effects.

So what does the future hold for Sonic's archrival? "If this game is well received, we'd like to give Shadow his own franchise," says Iizuka. Just don't expect any Happy Meals.

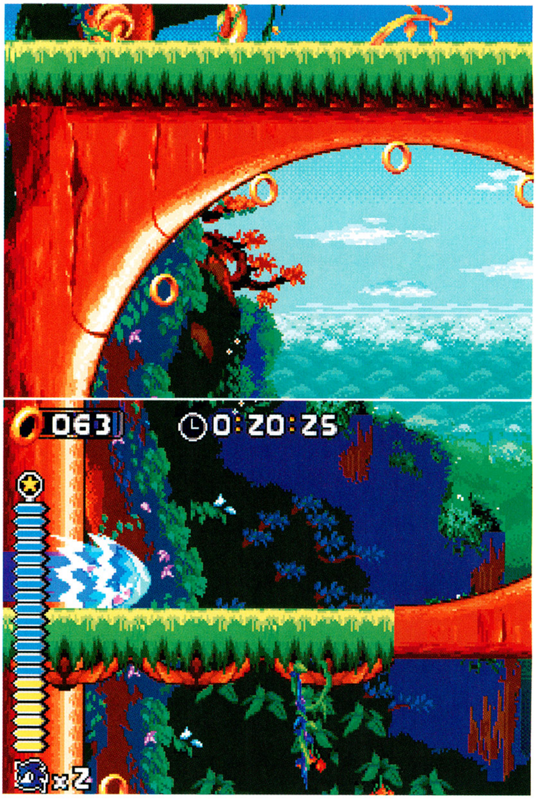


Stuff blows up real good in Shadow the Hedgehog.

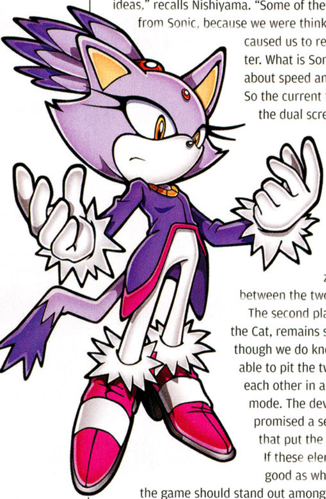
SONIC RUSH

More of a Good Thing: While Shadow forges a new path on the GCN, Sonic Rush is set to deliver a good old-fashioned side-scrolling tour de force on the Nintendo DS. “We wanted to keep the 2-D gameplay that debuted in the original Sonic the Hedgehog and has been carried over from Sonic Advance,” explains the game’s director, Akinori Nishiyama. “We like the element of speed that 2-D delivers, where Sonic travels so fast that he appears to bounce off the screen.” Nishiyama heads the team responsible for the aforementioned Sonic Advance series, but as excellent as those titles were, Sonic Rush looks like it will leave them in the dust.

For starters, the game is absolutely gorgeous, especially in motion. Multiple layers of parallax scrolling provide the beautifully drawn backgrounds with an amazing sense of depth. One particularly striking environment is inspired by a real-world city bordering the Mediterranean Sea. The buildings and structures are based on old-world architecture constructed with white marble. Lofty clouds, cascading mountains and the bright blue sea contrast against the foreground’s cityscape to bring the scene to life. Hand-drawn visuals of this caliber have been sorely missed, and their resurgence on the DS is welcome indeed.

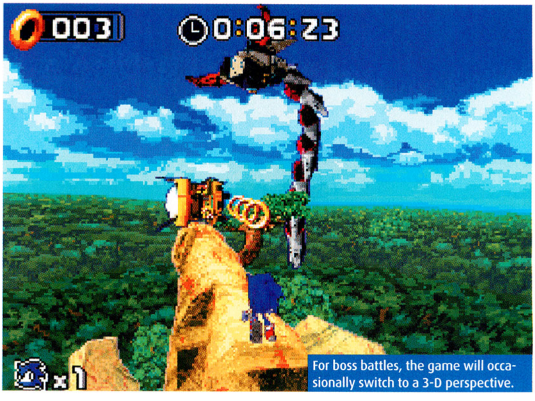


Sonic Rush takes advantage of the dual screens by extending the playfield vertically. It was a decision that the development team didn’t come to easily. “Until the game was pulled together into its current form, we brainstormed countless ideas,” recalls Nishiyama. “Some of these ideas moved away from Sonic, because we were thinking so hard. This caused us to revisit Sonic as a character. What is Sonic about? Sonic is about speed and dynamic movement. So the current form that you see on the dual screens is the ideal result that expresses that combination of speed and movement.” The result is one of the fastest, most frantic games in the series, with Sonic frequently zooming back and forth between the two screens.

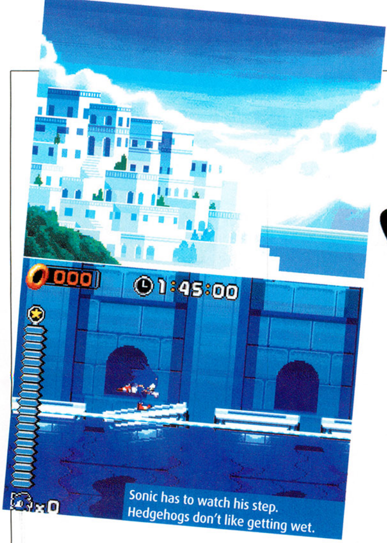


The second playable character, Blaze the Cat, remains shrouded in mystery, though we do know that players will be able to pit the two protagonists against each other in a multiplayer battle mode. The developers have also promised a selection of minigames that put the touch screen to work. If these elements turn out half as good as what we’ve seen thus far, the game should stand out among the crowd of blockbuster releases scheduled to hit the DS this fall.

For those curious about what became of the impressive 3-D Sonic demo shown at E3 2004, Nishiyama explains, “It isn’t likely that we will completely discard it. In fact, you might see some similar features implemented into Sonic Rush.”



For boss battles, the game will occasionally switch to a 3-D perspective.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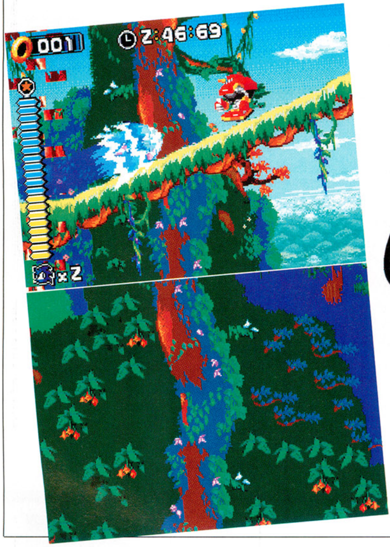
Sonic has to watch his step. Hedgehogs don't like getting wet.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> **“We like the element of speed that 2-D delivers, where Sonic travels so fast that he appears to bounce off the screen.”**

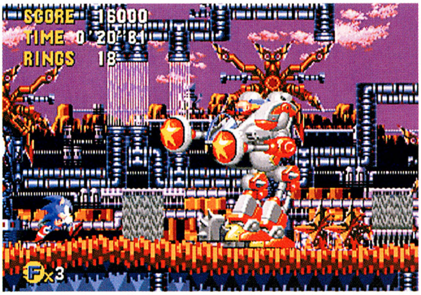
SONIC CD
SEGA CD
SEGA
VECTORMAN
GENESIS
PLAY TO WIN
$25,000
SEGA
A Sega Production
SONIC R

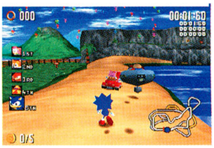
SONIC GEMS COLLECTION

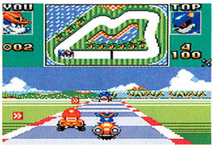
Hedgehog Heritage: When Sonic Jam, a compilation of the blue blur's 16-bit classics, was released for the Sega Saturn, many fans were disappointed by the absence of Sonic CD. The game, which originated on Sega's ill-fated Sega CD peripheral, is considered by many to be one of the greatest platformers of all time. The hedgehog's devotees were again left brokenhearted when the game was omitted from Sonic Mega Collection for GCN, then later from Sonic Mega Collection Plus for the PS2 and Xbox. At long last, Sega will rectify the situation with Sonic Gems Collection.

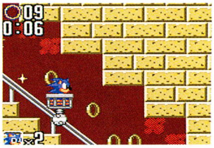
A GCN exclusive in the US, the Gems Collection not only includes the beloved Sonic CD, but also Sonic R, six Sonic Game Gear games (Sonic Spinball, Sonic the Hedgehog 2, Sonic the Hedgehog Triple Trouble, Sonic Drift 2, Tails' Skypatrol and Tails Adventures) and the first-ever console release of Sonic the Fighters. The latter was originally developed for the Model 2 arcade board by AM2, the famed development team behind the Virtua Fighter games. While it doesn't quite stack up to that series or the likes of Soul Calibur, the mascot fisticuffs are surprisingly deep, with a wide repertoire of moves for each character.

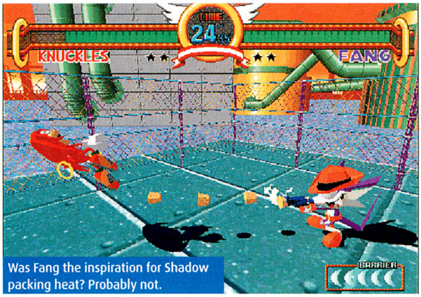
The disc also contains a veritable treasure trove of unlockable art and two complete bonus games (see below). Some of the titles have received minor visual upgrades, as well. Sonic R boasts higher-resolution textures than the Saturn original, for example, and the opening animation for Sonic CD is now full-screen and much cleaner than the letter-boxed, artifact-riddled intro from the Sega CD game. The only thing missing from the collection is an option to listen to the much-ballyhooed soundtrack from the Japanese version of Sonic CD. Let the begging resume.











Was Fang the inspiration for Shadow packing heat? Probably not.

Clockwise from upper-left screenshot: Sonic CD, Sonic R, Sonic Drift 2, Sonic the Hedgehog 2 and Sonic the Fighters.

Bonus Games!

Hidden Gems: In addition to the embarrassment of hedgehog-themed riches, the Gems Collection includes two hidden games: Vectorman and Vectorman 2. Created as the Genesis's answer to Donkey Kong Country, Vectorman is an action-platformer with pseudo-3-D graphics that pushed Sega's 16-bit hardware to its limits. The games seem an odd inclusion since they have absolutely nothing to do with the Sonic series and weren't even developed by SonicTeam. Both are quite good, however, so we're not complaining. You'll unlock the first Vectorman after playing the collection for five hours (remember to save after each session), and the sequel after seven hours, or by playing the original for the first time.

So is Sonic Gems Collection worth your hard-earned cash? Read the review on page 85 to find out.

INTERVIEW WITH SIMON JEFFREY

The Past, Present and Future:

We recently sat down with Simon Jeffrey, President of Sega of America, to talk about Sonic, the next-generation consoles and Sega's plans for world domination. To check out the entirety of the interview, go to nintendo.com/sega.

Nintendo Power: First, can you tell our readers a bit about yourself and how you came to work at Sega?
Simon Jeffrey: Yes, I've been in the video game business for about 18, 19 years, both in Europe and North America. I'm in the business because I'm a gamer. I work with games all day, and then I go home and play games all night. That's kind of my life.

NP: Some of the cherished Sega franchises such as Panzer Dragoon and Shinobi haven't done as well as they deserved on other consoles. With the success of Sonic on Nintendo GameCube, why not bring some more of the classic franchises to GCN, or moving forward, Revolution?
SJ: I think that's something that we're absolutely looking at, to be honest. We're very interested in Revolution at the moment. We obviously haven't made any announcements, but we, like other people, are talking with Nintendo about what Revolution will be, about potential opportunities on Revolution. With regard to GameCube itself . . . it's interesting how something like Panzer Dragoon Orta would have done on GameCube if it had come out on that versus Xbox. That's an interesting scenario. I'm not sure what would have happened there. A GameCube player is very, very different from an Xbox player.

NP: Why do you think Sonic has enjoyed continued popularity while so many other popular franchises of the 16-bit era have fallen into obscurity?
SJ: It's classic character design. It's the same as the Looney Tunes characters or the Disney characters that were created back in the '40s and '50s. So much thought and process went into building Sonic originally back in those days. Many of the other characters that came out of the 16-bit era were created in a very reactionary way. Game companies saw how well Sonic was doing, saw how well Mario was doing, and then they all decided they have to have the cute, woodland critter game. There wasn't really a whole lot of thought process that went into creating those characters. Sonic has, as a franchise, been very, very scientifically and creatively evolved, really. And so each iteration of the Sonic franchise has had a lot of thought and care and attention and love put into it. So it's really about that. It's maintaining the integrity of the original character rather than just exploiting and diluting what Sonic is all about.

NP: Back in the Genesis days, much of Sega's success stemmed from its unique combination of Japanese and Western content. Recently, the company seems to have renewed that philosophy. Talk to us a bit about the motivation behind that.
SJ: The Western gaming markets have evolved in a very different manner from the Japanese gaming market. And I think the word *evolved* is the appropriate word here, because the kind of games that are being built and consumed in the West are very different from the kind of games that we all played back in the 8- and 16-bit days. Whereas in Japan, the games tend to be very similar in terms of play mechanics to the games back in the 8- and 16-bit eras, but they're just more advanced now. They're more technically competent, they have higher fidelity and all that. So the two gaming markets have really gone separate ways, and in order to make the most of the Sega brand in Western markets, we feel we have to be building content in the West for the Western consumer. There, quite simply, is just a disparity of tastes now between the Japanese gaming market and the European and American gaming markets.

NP: New properties seem to be having a tough time finding an audience. In the 16-bit days, I think a game like Billy Hatcher would have been a major success, but it didn't do very well in today's marketplace. Why do you think that is, and do you think this trend will continue?
SJ: We're pretty happy with Billy Hatcher. I think that history has shown when there's a change in the console tack, when we have a new wave of consoles coming in, it's a great opportunity to introduce new intellectual properties and new franchises, new brands. And Sega's absolutely going to be doing that this time around. We kind of missed the wave last time around, and Billy Hatcher was one of those products that came mid-cycle, so it was a victim of the evolution of the market towards licenses and franchises and sequels. To introduce something new and fresh is difficult when you're up against the powerhouse licenses from the movie industry, etc.

NP: This is kind of a wild idea, but it could be very cool. At E3, Nintendo announced that the Revolution would have the capability to download NES, Super NES and N64 games. Would it be at all feasible, do you think, to partner with Nintendo and perhaps add the Sega Genesis to that list?
MT: That's a pretty wild idea. (Laughs.) You should talk to Nintendo about that.

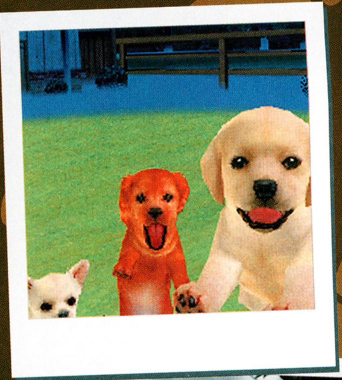
NP: Finally, what does the future hold for Sega, and Sonic in particular?
MT: Well, we're aiming high. We're aiming high for Sega, we're aiming high for Sonic. We think that Sonic, as we teased at E3, is going to be a leading character on the next-gen platforms across pretty much all of them, we hope. We are very happy with where we're headed on current-gen, next-gen, handhelds . . . we think we've got it right, and we're pretty excited about where we're going.

> **"We think we've got it right, and we're pretty excited about where we're going."**

MAN'S BEST FRIEND

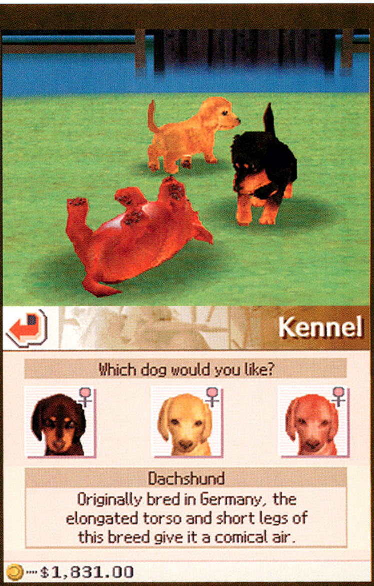
With Nintendogs set to make its mark on North America, we've documented the first 11 days in the life of a DS dog.

By Andy Myers



©2005 Nint

Whether you're male or female, young or old, adopting a puppy is a big responsibility. Puppies need a lot of love—otherwise, you'll end up with an unhappy, unresponsive pooch. The same rule holds true in Nintendogs. In fact, raising a pup on the DS is eerily similar to raising one in real life. It behaves the same and needs the same things, but most importantly, it reacts to your behavior and instruction. Having recently raised a puppy in the real world, I turned to my DS to take a stab at raising a digital doggie.



Kennel

Which dog would you like?

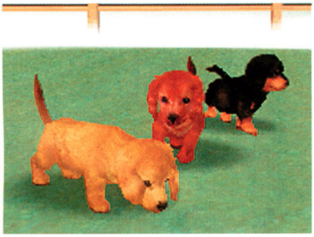
Dachshund

Originally bred in Germany, the elongated torso and short legs of this breed give it a comical air.

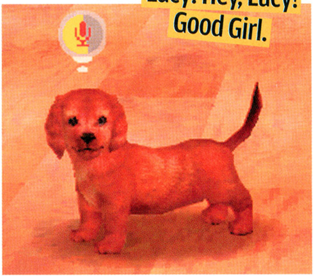
$1,831.00

DAY 1 Lucy, You're Home!

Nintendogs is better described as an experience than as a game. Even before you play the game, you must decide which version to play—**Lab & Friends, Chihuahua & Friends or Dachshund & Friends**—much like being at kennel and deciding which dog to buy. When I fired up Nintendogs: Dachshund Version on my DS for the first time, I found myself knocking at the door of a dog kennel. Inside, there were six breeds available for adoption: miniature dachshund, golden retriever, beagle, pug, Siberian husky and shih tzu—and a seemingly limitless number of dog types within each breed. After much deliberation, I chose to adopt a female miniature dachshund. She seemed to connect with me more than any of the other dogs at the kennel, and I just couldn't say no to those long, floppy ears.

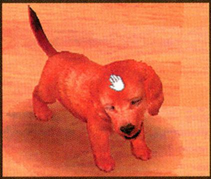


I was excited to introduce my puppy to her new home. When we arrived home, however, she just sniffed around nervously. The only thing that seemed to put her at ease was the sound of my voice, so it seemed as good a time as any to give my dog a name. I thought I'd try out "Lucy" and see how she reacted. I said the name a few times into the DS microphone, and Lucy started to notice that I was addressing her. We were communicating for the first time, and Lucy was enjoying it. I rewarded her by gently petting her head with the stylus. Before I knew it, she was feeling right at home. I provided her with food and water that I had purchased from the pet-supply store, then left her alone for a while so she could get to know her surroundings.



Lucy! Hey, Lucy! Good Girl.

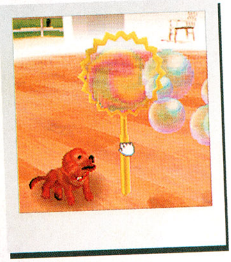
Good Dog!



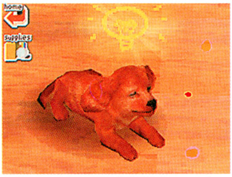
Though Nintendogs behave similarly to real-life dogs in almost every respect, there are some behavioral patterns that make sense only on the DS. For instance, rewarding Lucy is often as easy as petting her with the stylus. Milo, my pup in the real world, isn't quite as receptive to the plastic stick.

DAY 2 The Student Becomes the Teacher

Whereas in most video games you learn as you progress, in Nintendogs you're doing the teaching. If you are clear, concise and consistent when communicating with your puppy, it will respond to you. During our second day together, I decided to try my hand at teaching Lucy some very basic commands. I read through the dog-training manual that I found in my inventory, and opted to start with something simple, like sitting. I gently slid the stylus downward from Lucy's back and used the words "sit down" when she performed successfully. After repeating this technique a few times, Lucy began to associate my words with her action. Eventually she was sitting at my command.



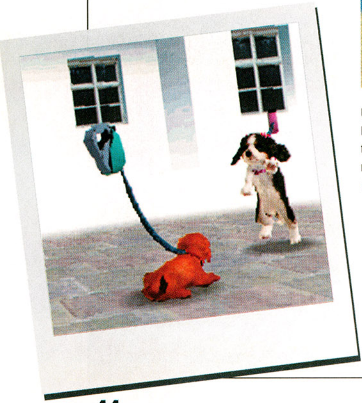
Inspired by that success, I thought I'd take a shot at some more-difficult tricks. By the end of the day, Lucy was sitting, shaking and lying down consistently. I tried to teach her to spin around as well, but she was too tired to learn any more tricks. We practiced the tricks we'd already learned, she ate and we played fetch until she was pooped. Before shutting down my DS for the day, I headed to the pet-supply store and picked up a handsome new collar.



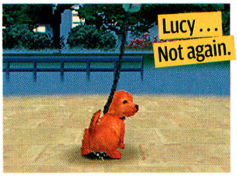
DAY 3 A Walk in the Park

There's only so much doggie fun you can have within the confines of your home. Nintendogs puppies need to get out of the house, too! I've taken Lucy outside a couple of times, but we haven't gone far. Today we will try to make it all the way to the park and back.

When I'm walking Lucy, she often stops to . . . um, take care of business. And Lucy moves fast—I need to be quick to clean up her mess before we continue. While en route to the park, we ran into another dog and his owner. Lucy was very excited to play with another pooch for the first time outside of the kennel. The dogs wrestled for a minute or two, then we moved on to the park.

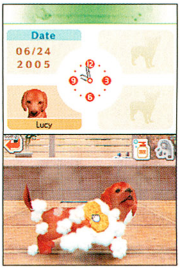


Because the park was empty, we decided to practice our disc-catching skills. Using the stylus, I threw the flying disc for Lucy, but Lucy is still a wee pup—I needed to start with shorter throws within her range. If I throw it just right, she can leap and catch it midair. (What a good dog!) Lucy picked up disc-catching quickly, but sometimes she had a difficult time remembering to bring it back. She tired out after a dozen or so rounds, and we headed home. On the way home, Lucy stopped to sniff the spots that she used as toilets on previous walks. Sometimes she even felt the need to lay down another coat.



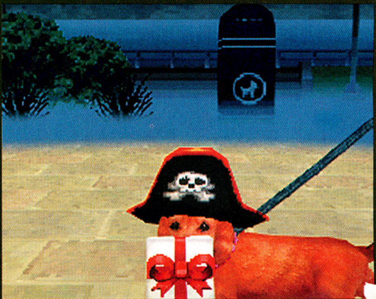
DAY 4 Die Fleas, Die!

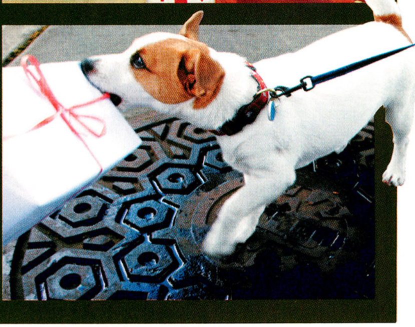
On our fourth day together, Lucy was scratching herself constantly, and every once in a while I could see tiny black dots jumping off her fur. Ick! Lucy has fleas! I hurried to the pet-supply store and picked up some Long-Hair Shampoo to give Lucy her first bath. Using the stylus, I scrubbed her down with a sponge then washed off the soap, being sure not to spray water in her eyes. Once she was clean and back at her normal routine, she seemed much happier, and was more willing to perform tricks. I'll have to remember the positive effects of bathing when we enter competitions.



Don't Look a Gift Puppy in the Mouth

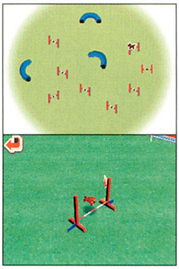
In Nintendogs, your pet will sometimes find presents and obediently bring them to you without hesitation. Milo, however, is more likely to tear up—rather than give up—a found gift.





DAY 5

Practice, Practice, Practice



By Day 5, I had already taught Lucy all the tricks in the training book (though the book explains that there are many more tricks to be learned). To help Lucy feel good and ready when we enter our first competition, I've designated today as practice day.

First, Lucy and I walked to the local gym to practice her agility skills. The gym has a doggie obstacle course similar to the one used in the competition. Using the stylus, I guided Lucy through the course's twists and turns. Her short legs made it difficult for her to jump the hurdles, but eventually she got it. She seemed happy just to be trying something new.

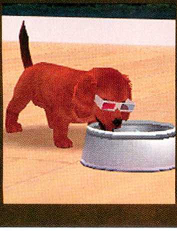
After our visit to the gym, we walked home to work on Lucy's obedience tricks. She was very receptive to my commands. I've been trying to mix up the moves so that she doesn't get into a routine. I taught her how to perform a spin by moving her tail with the stylus until it caught her attention—she learned it quickly because she likes to chase her tail anyway. But recently she's been spinning even when I give her a different command, and it's often hard to get her to stop once she starts. I think we've got a good shot at taking home the gold in the obedience trials, but I'll cross my fingers that there aren't many spin tricks on the agenda.

Our last order of business for the day was flying-disc practice. There are two parks in our neighborhood that are great for this. When mapping out our route with the stylus, I made sure to go to an empty park (it's difficult to practice with other dogs running amok). We played with the flying disc until Lucy's little legs could fetch no more.

home
supplies

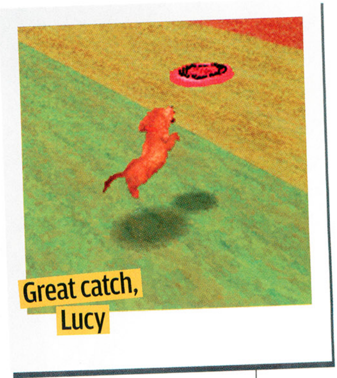
Toilet Humor

Everything costs money in Nintendogs, including water. Milo is not as picky about what type of water he's willing to drink.



DAY 7

You Go, Girl!



Great catch, Lucy

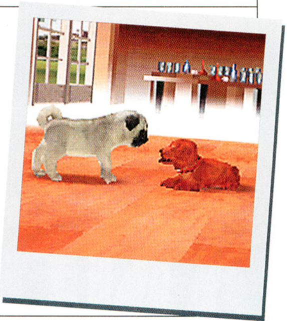
After two full days of practice, today is the day. I decided to enter Lucy in all three competitions. We are running low on funds, and competitions are the best way to earn money in Nintendogs. If we win the gold, maybe I'll buy another dog for Lucy to play with, or remodel our home! Before heading for the competitions, however, I spent some quality time with Lucy, making sure that I bathed and fed her. I even put a ribbon in her hair—you never know what will make an impression on the judges.

We entered the flying-disc competition first, and Lucy was incredible. Success is a team effort: It's up to Lucy to catch the disc, but it's up to me to throw it a distance and height that are reasonable for Lucy's skill level. On one throw, I thought I had tossed the disc too far, but Lucy moved her little heinie and made a spectacular catch. Her extra effort earned us the gold medal and a good chunk of cash. Next was the obedience competition. Things were going well until a spin trick came up. I couldn't get Lucy to stop spinning for a good four seconds, and the judges docked us big time for it. We walked away with the bronze. By the end of the day, though, we'd earned enough money to put us in the dog-shopping market.

DAY 9

A New Day, a New Dog

On our ninth day, I decided to use our hard-earned money to purchase a black-and-white pug as a companion for Lucy. He was very apprehensive when I brought him home, and Lucy wasn't helping by chasing him around the house. I dropped Lucy off at the dog hotel so I could spend some time alone with my new pooch. I named him Arlie and taught him to sit and lie down. By the end of the day, Arlie and Lucy were the best of friends.

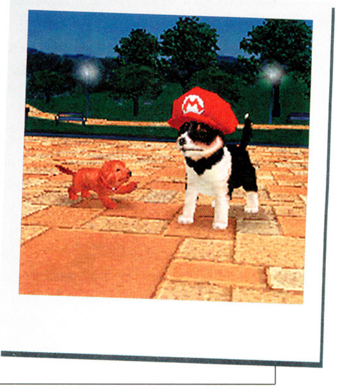


DAY 11

Meeting People Is Easy

I usually keep my DS on Bark mode when I'm not interacting with Lucy or Arlie. On my eleventh day with Nintendogs, I was surprised when my closed DS barked at me. Another dog and trainer were within wireless range! I opened up my DS and found NOA Pete's dog, Yoshi, ready to play. I had Lucy bring Yoshi an extra collar from my inventory, and the two pups played together in the park for hours.

Eleven days into my Nintendogs escapade, I've only scratched the surface. Much is left to unlock, including a long list of breeds and items exclusive to the US versions of the game. And there's still plenty to experience with the puppies I already own. Every day is a new day in Nintendogs.



THE AGONY AND THE XD

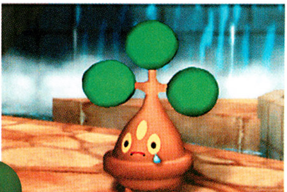
Pokémon XD: Gale of Darkness falls this October. Until then, savor a sweet sip of things to come.

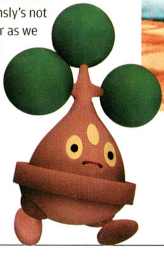
By Scott Pelland

News flash! The Pokémon powers are protecting information about the upcoming Pokémon XD: Gale of Darkness for Nintendo GameCube in a sealed vault hidden somewhere in an eXtra Dimension—hence the name XD. Yes, X marks the spot, but it would be easier to bust into Fort Knox than to persuade the keepers of XD's secrets to disgorge what they know. Fortunately, Nintendo Power has "alternate" means to ferret out the truth. We have the game. So after piecing together what we've learned from our early Japanese version of XD, from scraps we've "discovered" in the shredder bin of Nintendo's chief keeper of Pokémon goodies, Gail Tilden, and from the few official announcements so far released, we've got tantalizing tidbits to reveal here and now.

INTRODUCING...

It's new and looks a bit treeish, but it's not an Ent. What is it? It's Bonsly, the pre-evolved form of Sudowoodo. Pronounced "bons-lie," the Pokémon looks like a sort of bonsai version of Sudowoodo. Bonsly's not playable in the game, as far as we can ascertain from pasting Gail's memos back together, but it is scheduled to appear in an upcoming Pokémon film.





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EEVEE CHOICES

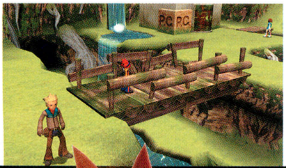
Everyone loves Eevee, the multifaceted little Pokémon that evolves into one of five different forms. You'll begin the XD adventure with a faithful Eevee at your side. A gift from a mysterious sailor (don't say we didn't warn you) will determine the evolutionary fate of your sidekick. Choose wisely! XD features Double Battles, so your Eevee will have to team with other Pokémon you Snag along the way. Sending strategically complementary teams into battle will give you the edge.

BREAKING NEWS

The story is conveyed with brilliant cinematics, which sometimes take the form of television programs and news reports and at other times are live events in which your character participates. A lively soundtrack and good pacing make these story segments something you won't want to click or snore through.

SCOOTIN'

Who doesn't love buzzing around town, or an entire region such as Orre, on a spiffy scotter? The main character's set of wheels gives him freedom to zip between important locations without all the tedious hoofing and pedalling found in Game Boy Pokémon games. Once you've learned about a new location from someone in the game, you can motor over and check it out. You can ride back and forth with impunity, returning to locations as often as you want in your quest to speak to everyone and look everywhere.



TRIPPY CHARACTERS

Check out the hair! Check out the clothes! The game's main man (shown to the left) isn't the only fashionable character. Some memorable characters return from Colosseum, like Team Snagem and Miror B. (Rumor has it perhaps several hundred characters are in the game.) A character cast of that size is right up there with Final Fantasy games, which leads me to make the following outlandish assertion: Pokémon XD will be adopted by legions of RPG fans who have secretly longed to play Pokémon. It will be the Trojan horse of Pokémon.

LOTS O' LEGENDS

In the end, it's all about the Pokémon. You're nothing without them. Imagine King Arthur without Excalibur or Luke without the Force. And the more powerful the Pokémon, the better. We've learned that the legendary bird Pokémon—Zapdos, Moltres and Articuno—provide electric, fire and ice power aplenty.

DARK SHADOWS

They've been corrupted by the likes of the Cipher organization and twisted into dark, evil beings that cast shadow moves of great power against normal, well-adjusted and socially responsible Pokémon. Fortunately, as an agent of change and goodness, you'll be able to restore Shadow Pokémon via a Purification Ceremony or the more technical (and speedy) Purification Hall. If you played Pokémon Colosseum, you'll be on top of all this stuff. For newbies, it's a weird twist on Pokémon games of the past. You don't collect Pokémon in the wild at all. In fact, you have to Snag them—nobly rescuing them from naughty Trainers using a special Snag Ball. Once you've snagged a Shadow Pokémon, you'll have to forge strong bonds of friendship and trust with it before it's ready to return to the light. In the meantime, the Shadow Pokémon can use its cool shadow moves in battle.

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LOTS O' LINKS

Like Colosseum before it, XD will offer linking opportunities. In addition to linking up for multiplayer battles, you'll be able to transfer your best fighters from other Pokémon games to XD. You can even import and battle with the main character from the FireRed and LeafGreen versions. If you need some practice in dual-battling, you can pop into the simulator to test yourself against tough CPU-controlled Trainers.

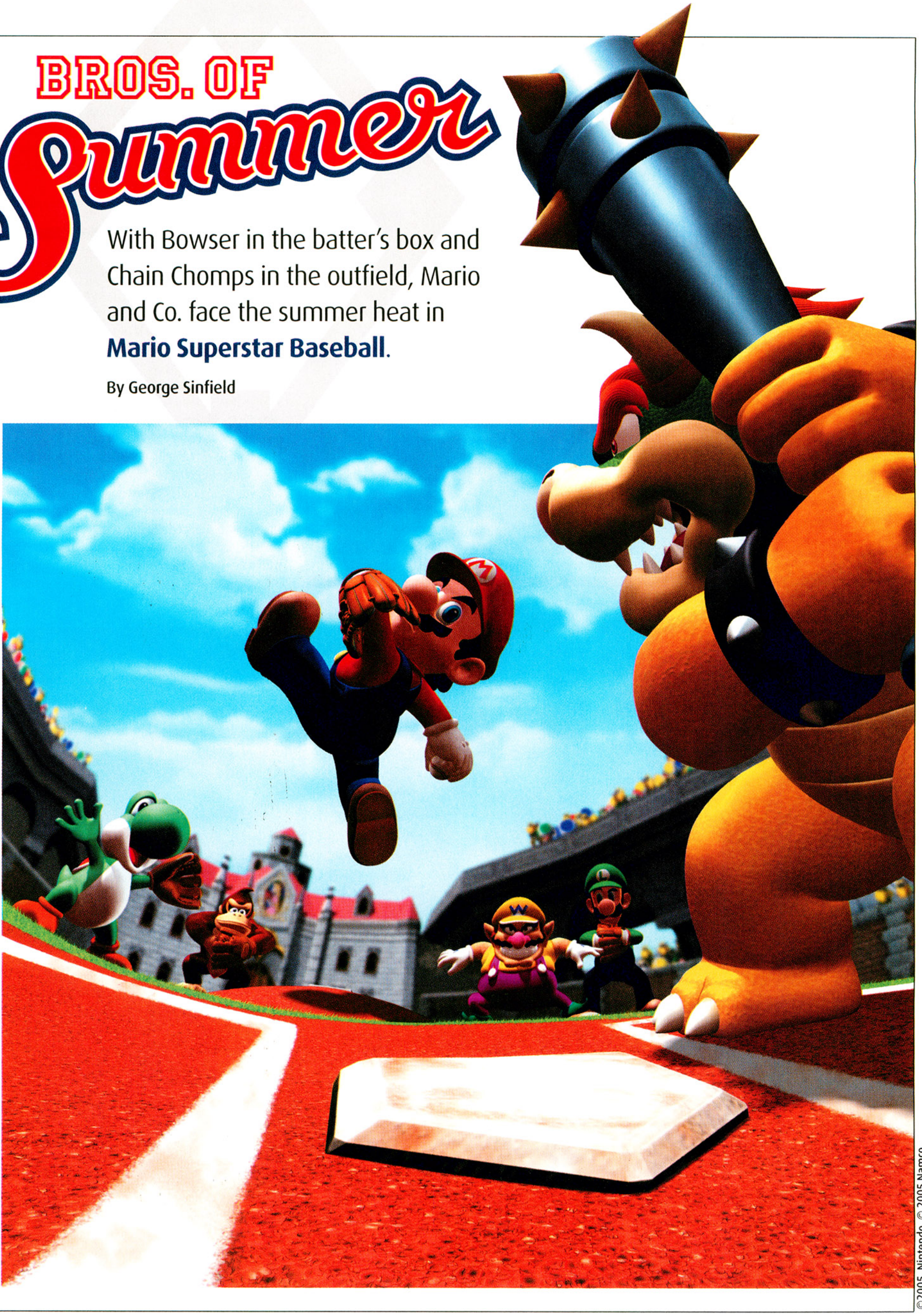
SHADOW LUGIA

It's big and shadowy, and it's to others terrifying the region, stealing ships and causing panic, paranoia and heartburn. It's got to be stopped, and you're just the Trainer to do it. Of course, you can't get started until October. Sorry. The wait may be agony, but it will be worth it.

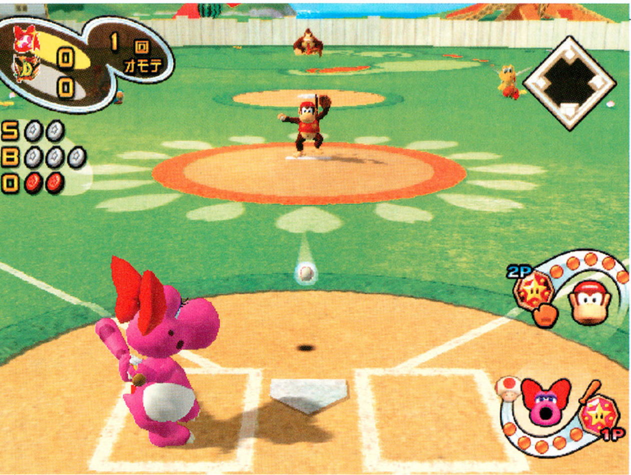
BROS. OF Summer

With Bowser in the batter's box and Chain Chomps in the outfield, Mario and Co. face the summer heat in **Mario Superstar Baseball**.

By George Sinfield



©2005 Nintendo. © 2005 Namco.



Here's the pitch. Bowser can't lick Mario in a fight, so he has challenged the big red machine to a duel on the diamond in a Nintendo-published, Namco-developed baseball free-for-all for GCN. The multiplayer arcade action sizzles in August.

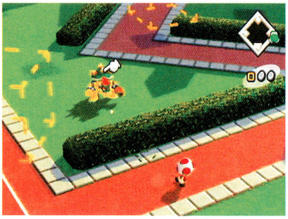
You know that the brothers Mario always show up to play. They've done it in hit after monster hit. Princess Peach and Donkey Kong have game, too. And the Goombas, Shy Guys and grass-skirt-wearing Piantas of Delfino Island? Everyone has a chance to step up in Mario Superstar Baseball. With intuitive controls, a fast pace and a full slate of modes and minigames, MSB is like Mario Party on the diamond—great for single-player gaming, but also for two players in exhibition games and four players in minigames and Toy Field mode.

You choose a captain from 12 stars, such as all-around athlete Mario, power specialist Bowser Jr. or speed demon Yoshi, and select teammates from dozens of Mushroom Kingdom residents. Every character contributes with a unique set of skills and a customized bat: Magikoopa's wand, King Boo's ghostly scepter, Petey Piranha's long, leafy arms and Donkey Kong's boxing glove.

Pitch the ball with a tap of the A Button, or charge it up and let it go for more speed. A perfectly timed release ensures both power and control. Move the ball left and right in midair or change its speed by manipulating the Control Stick. Hitting is a cinch, too, and success is all a matter of timing. Pull the ball, hit it to the opposite field, lift it or knock it on the ground. The game is strong in all other baseball basics, as well—fielding is clean, tossing to bases simple and baserunning easy to manage.

More than any other pastime, baseball is known for its quirky confines. MSB takes that tradition to the extreme. Mario Stadium is a pristine field of dreams, but Wario's desert-themed park is more

Some MLB stadiums are windy, but whirlwinds? No.



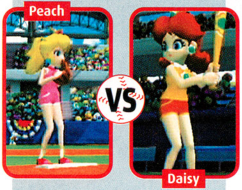
Matchup Spotlight

Play at the Plate

Baseball is a game of anticipation. Tensions build as duos with histories go face-to-face.

Luigi
VS
Waluigi

Standing in the shadows of his spotlight-hogging brother, Luigi rarely gets the star treatment, which makes the matchup between him and his bizarro-world doppelganger a real treat. Let the long limbs fly.

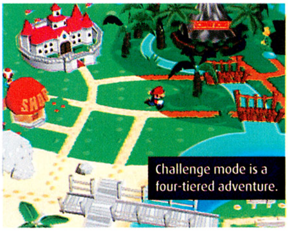


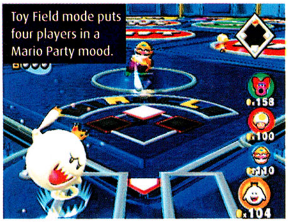
Two damsels no longer in distress vie for the role of diamond queen. The matchup between Peach and Daisy is more finesse-than power-driven, and is likely to be long as each tries to outthink the other.

Mario
VS
Donkey Kong

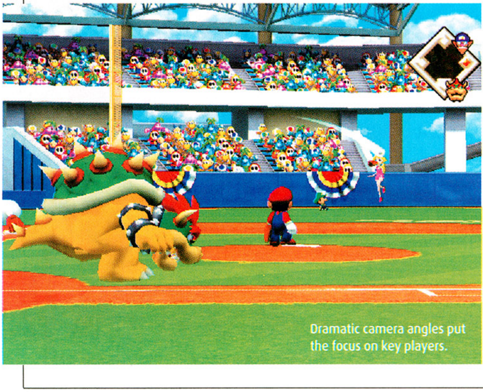
It's wits versus power when Mario and Donkey Kong rekindle one of the oldest rivalries in video games. When the ape is at the plate, the odds are that the matchup will end in either a towering shot or a spectacular strikeout.

the stuff of nightmares, with lurking Chain Chomps and whirlwinds that swallow up long fly balls and deliver them to outfielders. A river runs through Donkey Kong Jungle, as do barrels that aim to flatten fielders on the run to catch the ball. The Peach Garden field is loaded with manicured shrubs that obscure the ball and turn long singles into triples. Yoshi plays host on a diamond that has a Piranha Plant problem, where fielders compete with foliage to snag bloopers. Another stadium, shrouded in mystery and filled with it's own dark secrets, is Bowser's realm.


Challenge mode is a four-tiered adventure.


Toy Field mode puts four players in a Mario Party mood.

Part adventure, part baseball season, Challenge mode is a rumble through the Mushroom Kingdom with an ever-expanding roster of heavy hitters and power pitchers.


Dramatic camera angles put the focus on key players.

Diamond Expedition

Realistic baseball sims offer season play. MSB gives you its own twist on the concept with Challenge mode, a single-player stadium tour that allows you to accumulate special items and teammates on your way to the ultimate showdown against Bowser's squad. You select from five characters—Mario, Peach, Wario, Yoshi and Donkey Kong—and their premade teams. Starting at your home stadium, you travel on an overview map to the opposing stadiums and speak to wandering individuals to take on minigame challenges. After you win a ball game, the members of the losing team join your club. Victory in a minigame earns you coins that you can use to purchase attribute-enhancing items.

During Challenge-mode games, certain at bats, or groups of at bats are singled out as special missions for your team. The goal may be to strike out consecutive players, for example, or slam one into the bleachers. If you succeed, you'll earn a prize that will improve your chances to win the rest of the way.

Challenge mode's four increasingly difficult tours each test your ability to win in the clutch.

Putting the Fun in Fundamentals

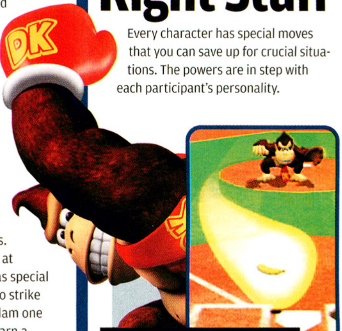
A handful of minigames—all four-player-friendly—give you a crash course in baseball basics and provide loads of one-upmanship-oriented entertainment. Bob-omb Derby is a power-hitting clinic in which long bombs turn into firework displays. Barrel Batter has you hitting containers with line drives to test your batting accuracy. More minigames examine your base-running skills (by way of a race around the diamond for jewels), your pitching-power control (with a wall-breaking exercise) and your ability to throw to first, second and third base (by tossing eggs at three Piranha Plants). As in Challenge mode, every minigame has four degrees of difficulty. After you reach a goal at one level, you can try the game at a more advanced tier.

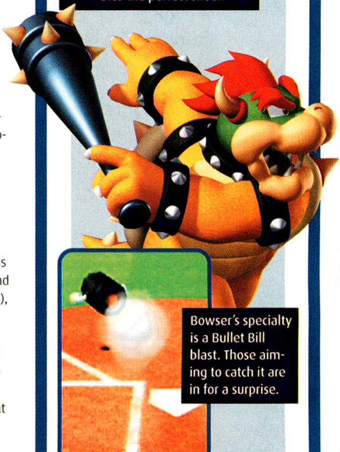
The game's most room-electrifying four-player activity is Toy Field mode, an action-packed competition for coins on a button-and-panel baseball field. While the batter aims for outfield panels that denote different types of hits and trigger

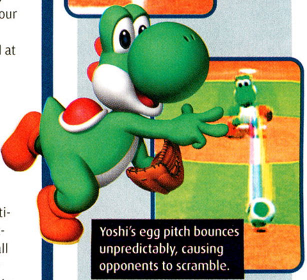
Shining Shots

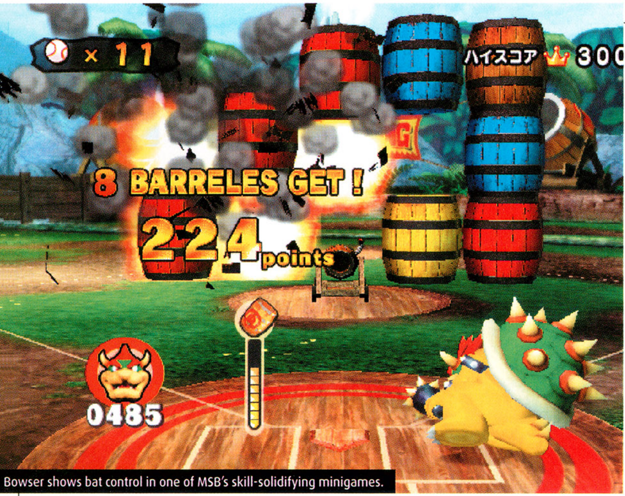
Right Stuff

Every character has special moves that you can save up for crucial situations. The powers are in step with each participant's personality.


When DK pitches with his special power, a banana boomerang creates the perfect slider.


Bowser's specialty is a Bullet Bill blast. Those aiming to catch it are in for a surprise.


Yoshi's egg pitch bounces unpredictably, causing opponents to scramble.



Bowser shows bat control in one of MSB's skill-solidifying minigames.

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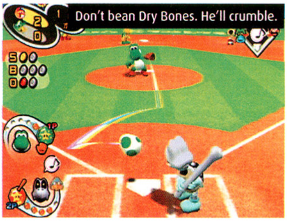
TIME
04:28
×33
×16



Don't bean Dry Bones. He'll crumble.

special events, the rest of the players try to field the ball. The participant who records the next out will then have his turn at bat. A panel emblazoned with a question mark sends slot machine wheels in motion when it's hit. If all three wheels stop on the image of a shell, a Koopa shell will appear and steal coins from the leading character. If the slots stop on sevens, all of the panels will turn into home-run panels for the hitter's next at bat.

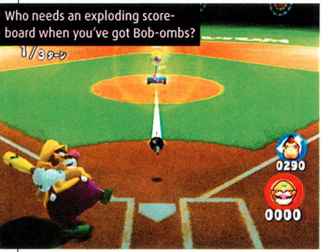
Plug In and Play Ball

The trend for baseball games over the past several years has been toward realistic simulation, resulting in many hours of MLB-level intensity for hardcore players. Of course, sometimes you just want to hit, run, field and have a crazy competition with your pals. Mario Superstar Baseball fills that need with easy, arcade-style play and a bunch of rollicking ball-playing modes. It's old-school baseball gameplay with new-school graphics and extras.

If your game needs some brushing up, you can learn all of the nuances of pitching, batting, fielding and running in the training mode. But the best way to learn is just to play.

All of the famous characters from Mario games past participate, as do some characters that you may not have given much thought, such as the Dry Bones character that appears in haunted houses, and babies Mario and Luigi, who will next appear in Mario and Luigi 2 for the GBA.

The game also sets up lots of tense drama with special camera angles and graphic treatments during gamebreaking situations and between characters who have histories with each other. Every matchup has the significance of game seven of the world series, and it all leads to Bowser's challenge for the ultimate baseball blowout. When the Major League teams are making their runs for the pennant later this summer, the MSB stars will be playing for the pride of the Mushroom Kingdom.



Who needs an exploding scoreboard when you've got Bob-ombs?

002
003
TIME
54:51

Piranha Plants lord over the outfield in Yoshi's park.

Randy Johnson made a career of power pitching as a lanky lefty, so why not Waluigi?

HELP WANTED

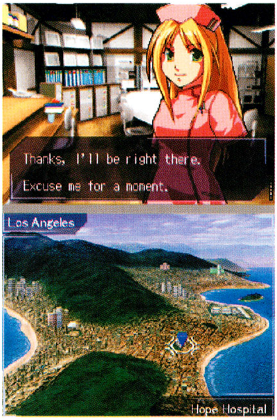
NO EXPERIENCE NESESSARY

Looking for a career change but don't want to go through the rigamarole of learning a new job? We skip medical school and head straight to the operating room in **Trauma Center: Under the Knife**, and examine four other professions we'd like to try on the DS.

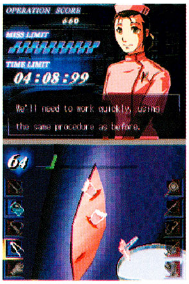
—By Steve Thomason

With the video game medium primarily steeped in war and violence, isn't it about time we had a game that focuses on healing? A game that glorifies those who stop the bleeding rather than those who cause it? The fine folks at Atlus thought so, and have answered the call with Trauma Center: Under the Knife. Placing you in the scrubs of a young surgeon, this unique DS title lets you save lives (hopefully) by performing a variety of medical surgeries. using the stylus. Since most of you are likely not doctors in real life, an assistant occupies the upper screen and walks you through the first couple of surgeries. After that, you're on your own; she's merely there to keep you apprised of the patient's condition. All of your instruments are displayed as touch-sensitive icons on the bottom screen, giving you quick access to each one. Things start fairly simple, but you're entrusted with more complex procedures as the game progresses. By the time you're finished, you should be able to answer in the affirmative next time someone inquires if there's a doctor in the house. To give you a better idea of how a typical operation plays out, we'll go through one step-by-step on the next page.

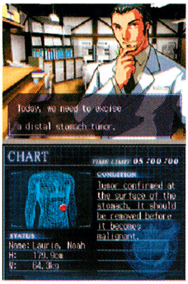
Don't expect a serious PC-style sim, though. Trauma Center combines the life-and-death drama of the operating room with tongue-in-cheek story sequences that feel like an episode of *ER* run through an anime filter. And since the game is set in Los Angeles, you can rest assured it will involve copious amounts of flirting with attractive nurses. If you're looking for something a bit different in your gaming regimen, Trauma Center should definitely fill the prescription. Unfortunately, we have yet to discover a cure for the excruciating wait leading to the game's fall release.



Thanks, I'll be right there.
Excuse me for a moment.



We'll need to work quickly, using the same procedure as before.

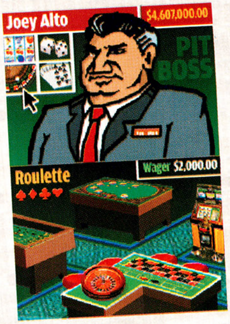


Today, we need to excise a distal stomach tumor.

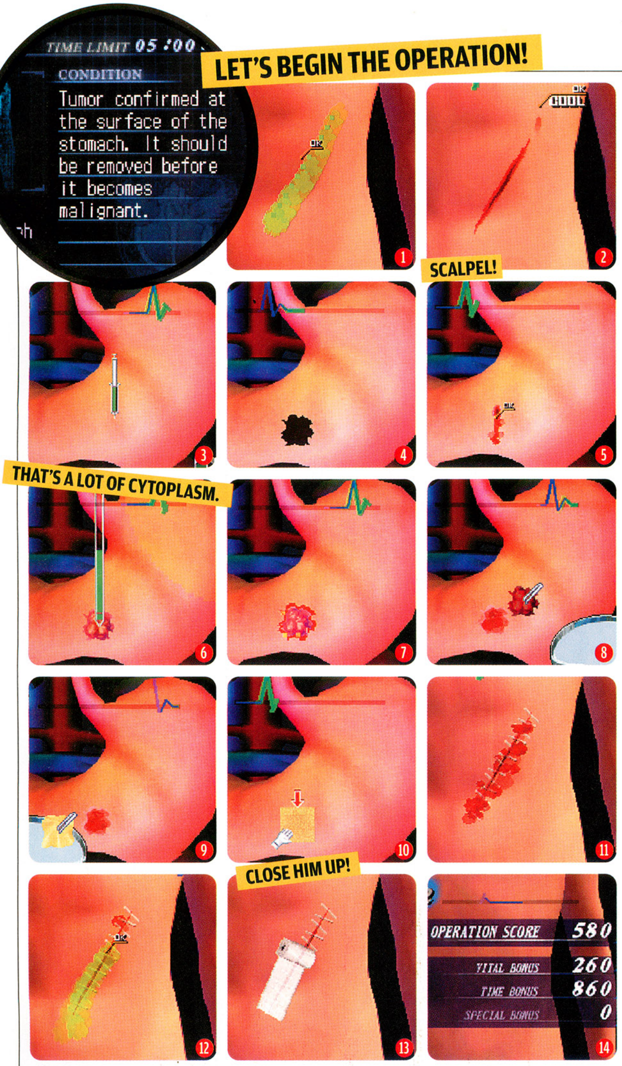
Tumor confirmed at the surface of the stomach. It should be removed before it becomes malignant.

Name: Laurie, Noah
H: 179.9cm
W: 64.3kg

Casino Boss
Run the day-to-day operations of a major casino via your DS. Your duties including hiring staff, making the high-rollers feel welcome and dealing with the state gaming commission. In addition, certain "problems" may arise that require your attention. Most of these little inconveniences can be delegated to your associates, but some require a more hands-on approach. You may, for example, have to beat a man unconscious with a phone receiver from time to time. It's all part of the job.



Short-Order Cook
Choose from one of three legendary short-order cooks, each with his own specialty, and battle for supremacy of Café Mario. You'll use the DS touch screen to assemble the most delectable burgers and sandwiches ever sampled by human taste buds. Time is of the essence for your busy patrons, so you must work quickly. And every order must be prepared to the diner's exact specifications or you will betray his trust and bring shame to the café.



TIME LIMIT 05:00

CONDITION

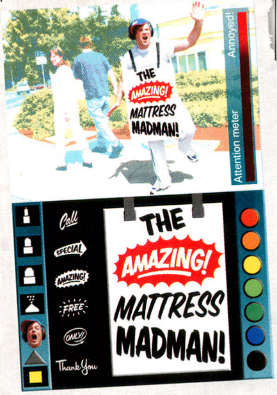
Tumor confirmed at the surface of the stomach. It should be removed before it becomes malignant.

OPERATION SCORE	580
VITAL BONUS	260
TIME BONUS	860
SPECIAL BONUS	0

The patient has been diagnosed with a distal stomach tumor. The tumor is benign, but it's grown rapidly and started to hemorrhage. Use the Powell Procedure to remove the tumor before it becomes malignant. **1)** The first step is to disinfect the incision point with an antibiotic gel. **2)** Carefully make an incision along the abdomen. Fortunately, the patient is in good shape, so you don't have to cut through a bunch of flab. **3)** The patient's vitals are dropping! Inject his stomach with some sort of mysterious green fluid (Mountain Dew?) to stabilize them. **4)** Use an ultrasound to locate the tumor. **5)** Make an incision over the center of the tumor to expose it. **6)** Before excising the tumor, drain the cytoplasm from it to reduce its size. **7)** The tumor will begin to produce more cytoplasm immediately, so quickly cut it out with the scalpel. **8)** Once you've isolated the tumor, remove it with the tweezers and place it in the tray. **9)** To stop the bleeding, place a synthetic membrane over the incision. **10)** Apply antibiotic gel to the membrane to meld it with the stomach tissue, then rub it in to help the process along. Resist the urge to poke the patient in the stomach like the Pillsbury Doughboy. Though endlessly amusing, that kind of behavior is considered unprofessional. **11)** It's time to close him up. Suture the incision in a zigzag pattern. **12)** Disinfect the stitches with antiobiotic gel. **13)** To finish the operation, apply a bandage over the suture. **14)** After the procedure, you'll receive a score based on the patient's vitals, how long the operation took and your overall performance. Points are deducted if you accidentally leave your car keys in the patient's abdomen.

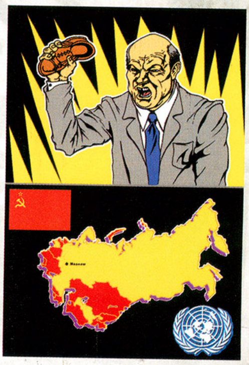
Urban Advertising Specialist

Put your talents to use for local businesses by bringing their advertisements to life. A paint program on the bottom screen allows you to create your own custom signs using the stylus. Afterward, you'll hit the streets and perform various dance moves while shouting into the microphone to attract passersby. Don't get carried away, though, or you'll frighten potential customers.



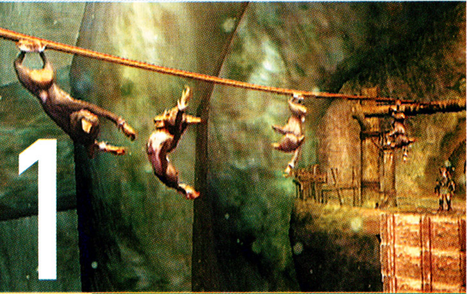
20th-Century Soviet Leader

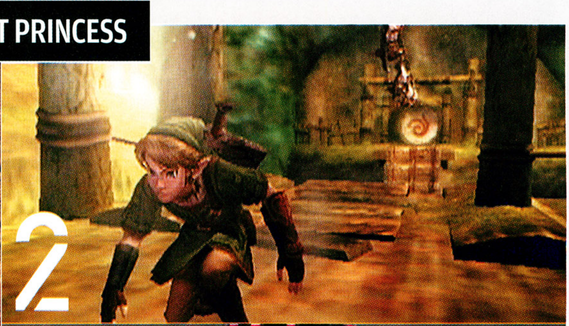
As a Soviet leader in the Cold War era, it's your duty to build a strong Soviet republic and protect it from the corrupting influence of capitalist pigs. Use the press to control information, and manipulate third-world leaders to further your cause. If you feel the international community isn't showing proper reverence to your country's enlightened ideology and unparalleled military might, head to the United Nations and bellow vague threats (via the DS microphone, of course) while banging your shoe on the table.



THE ZELDA DEMO

THE LEGEND OF ZELDA: TWILIGHT PRINCESS

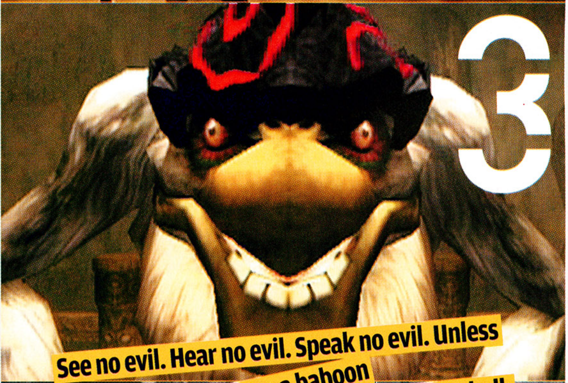




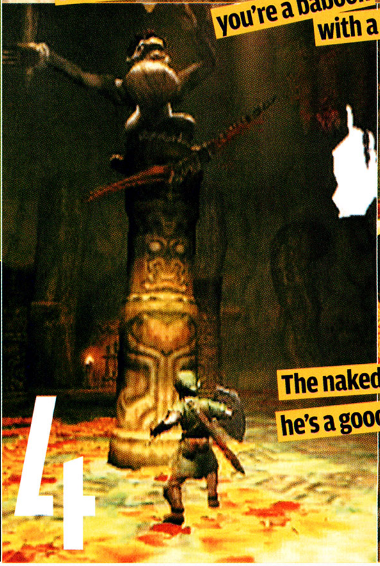
So much demo, so little time. That's what E3 crowds got when taking on the four Zelda demos, each with a 15-minute cutoff (rude!). Few people reached the far ends of two of the demos, but we played them until we witnessed their shocking conclusions. Here's the scoop.

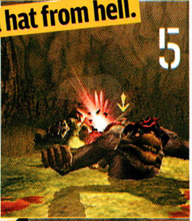
FOREST TEMPLE DEMO: SPANK THE EVIL MONKEY? NOT IF WE DIDN'T MAKE TRACKS.

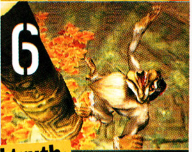
1. Save a chimp, cross a gap. Save all four, cross the chasm. And it took speedy dungeon-busting to get 'em all.
2. Once over the gap, we landed safely near the last door.
3. Inside, we found ourselves in the lair of a crazed baboon with the latest in pulsing, cel-shaded headgear.
4. The baboon lorded over the room with its boomerang.
5. But one pillar bash, distracted baboon and return-'rang collision later, the creature toppled to the ground, where we could go medieval on the cheeky monkey.
6. After a few mass whippings, the baboon fell at last . . .
7. . . . and came to his senses after his cap exploded!

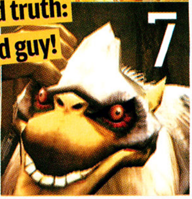


See no evil. Hear no evil. Speak no evil. Unless you're a baboon with a hat from hell.







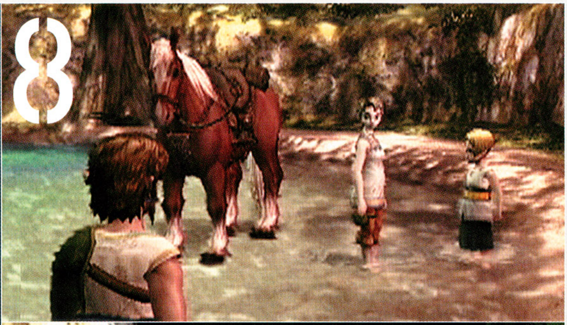


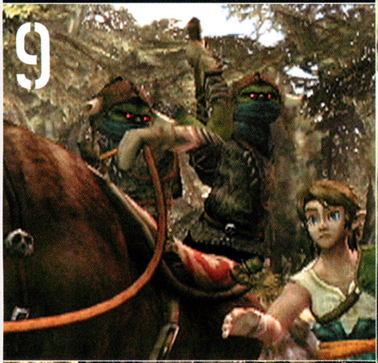
The naked truth: he's a good guy!

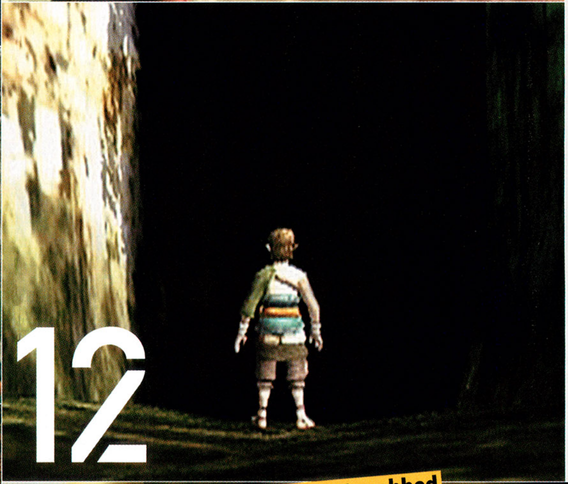
©2005 Nintendo

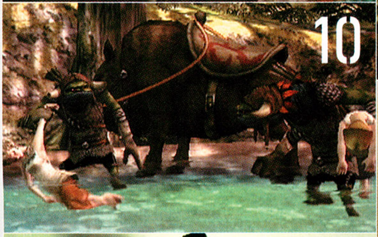
VILLAGE DEMO: HERDING CATTLE? CHASING CUCCOS? FETCHING DOGS? WE SKIPPED CHORES TO REACH THE WICKED FINALE.

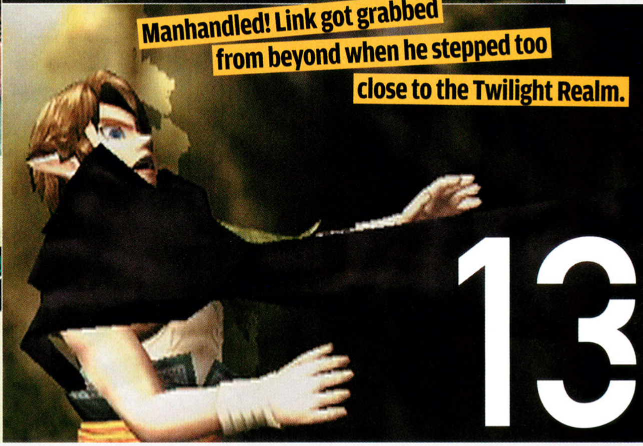
8. Link's gal pal Ilia took Epona away after "reckless" fence-jumping. But we zipped along to follow, a local kid to the hidden spring to get the horse back.
9. During a tender moment between Link and Ilia, vile creatures burst onto the scene and hacked down the three villagers.
10. Ilia and Colin, abducted. Link, KO'd and left for dead in the spring's shallow waters.
11. Before thundering off, the gang leader blew on a horn, summoning a strange portal that gashed the sky.
12. And something new hung in the air when Link came to: a curtain of darkness, aka the Twilight Realm.
13. Too close! Link was gripped by more than fear!



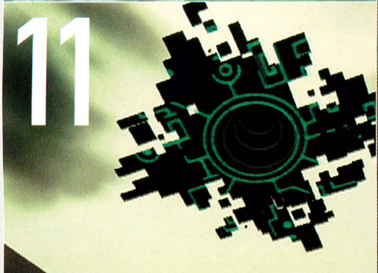








Manhandled! Link got grabbed from beyond when he stepped too close to the Twilight Realm.



INSIDE ZELDA

NINTENDO POWER'S MONTHLY CHECK-IN FROM THE ZELDA DEVELOPMENT TEAM.

(Part 4)

NATURAL RHYTHMS OF HYRULE

KOJI KONDO | NINTENDO | KYOTO

Music has the power to soothe the savage beast—and that pretty much describes most gamers. It can also work us into adrenaline overdrive, and when the music hits the heights of artistry, it can play a gamer's emotions like a keyboard. Which brings us to Koji Kondo, Nintendo's venerated sound designer (and longtime keyboard musician). He's been at the helm of Zelda's music since the earliest days of the series, and he's currently taking on what he calls one of the biggest challenges of his career, capturing the rich range of emotions in the dark world of The Legend of Zelda: Twilight Princess. While the music of the upcoming Nintendo GameCube epic is still in the works, Kondo brings NP readers a unique look into his musical world by chatting about his past, Zelda's present and the highly unusual process of creating orchestrated music for the E3 Zelda trailer.

Sound of Success

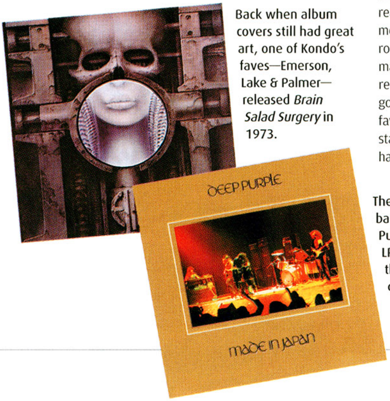
When I attended E3, it was eye-opening for me to see the incredibly long lines that people endured to enter the closed-off Zelda area of Nintendo's booth—seeing people's reactions, it was pretty clear that Zelda emerged from E3 as possibly the most anticipated title in North America. But, most of all, I recall walking through the private re-created forest area and dungeon zone by myself, truly appreciative that fans could hear our fully orchestrated E3 Zelda trailer music loud and clear—without all the noises of the main floor.

With the trailer music being so moving, it was no surprise that I was asked—during several media interviews with journalists at E3—if we plan to use an orchestra for The Legend of Zelda: Twilight Princess music. Honestly, it hasn't been determined yet, but I would really like to push for it. In the process of recording the trailer music, I've gotten back in touch with how music from live instruments can be extremely powerful. Even when I've spent countless hours creating digital music with complex layers for Nintendo's games, artificial sounds just can't beat the real depth and expression of live instruments. Recording the trailer has really encouraged me to explore the challenges of orchestra music for the game. Since game development is still proceeding, we can't yet look into the details of how a full orchestra could be specifically used—we just can't discuss it until we reach a certain degree of the game's development. But, for the moment, I can dream big: I'd love to use a full 50-player orchestra to capture the big action scenes and an intimate string quartet for the more lyrical moments in gameplay.

E3 Trailer = Zelda Ear Candy
POWER

The crowds at E3 got the first chance to hear the score put to the debut of the Zelda trailer . . .

. . . but you got to own, see and hear it for yourself with last issue's free DVD. Take another listen: want a symphony to back Link up in the game?



Back when album covers still had great art, one of Kondo's faves—Emerson, Lake & Palmer—released *Brain Salad Surgery* in 1973.

The members of Kondo's band surely played Deep Purple's 1972 Tokyo concert LP, *Made in Japan*, until their record needles wore down to a nub.

Shocking Origins

I actually got my start with electric keyboards, way back when I was only five years old. Though I also studied piano, the true backbone of my musicality is on keyboards. When I was in junior high and high school, I really pushed my skills in a cover band that played jazz and rock music—mainly the songs of Deep Purple, as well as Emerson, Lake & Palmer, which some people back then really considered some of the most progressive sounds in rock. Even though my bandmates grew out their hair really long in tribute, I didn't go that far to copy my favorite bands! Recently, I've started to study the cello. I've had a sharp interest in the

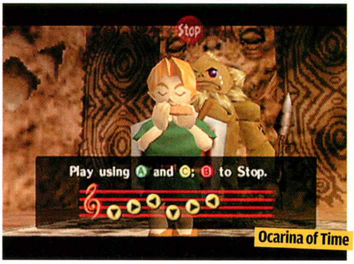
I'd love to use a full 50-player orchestra to capture [Twilight Princess's] big action scenes....

really round, deep sounds of the cello. Who knows? The cello might open up new ways of thinking about music for me that might prove valuable for my work at Nintendo.

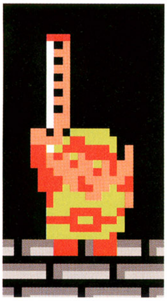
These days, there are lots of people who want to create music for video games. New people join my group every year. Truth be told, I was the first person ever hired by Nintendo for the specialized purpose of creating music for our games. It was 1984, the second year for the Famicon system in Japan. I'd wanted to work in some kind of music career, and I'd heard that Nintendo was looking for someone to fill a music position. They hired me—what a lucky break! I had some experience creating music via computer before I joined Nintendo, so it wasn't a stretch for me to produce music for video games, though I did need to learn some programming for the first time in my life.

Zelda versus Mario

I've been involved with Zelda since the first game, released on the Famicon Disk System in Japan. That was a very tough project, since I had to create brave, gallant music through a small number of sounds, and it took a long time to complete. Generally, my style is to present a composition for feedback when it's complete, not ask for ideas along the way. So when I presented my ideas to Mr. Miyamoto for that first Zelda game, he fortunately called for only one change—the music for Link's warp. I had to re-create that sound several times before it got the green light, since it was very challenging to express the warp so simply. Another major challenge in my Zelda history: creating the ocarina music in Ocarina of Time. I had to create all of those memorable tunes with only five tones of the classic do-re-mi scale. Specifically: re, fa, la, and ti (and the higher-scale re). Since each of those songs, like Zelda's Lullaby or Epona's Song, had a particular theme, it was quite challenging, but I think it all felt really natural in the end. Then as soon as I was finished with those Ocarina songs, I had to create even more for Majora's Mask—I got a lot of mileage out of just five tones! We're also exploring some music-oriented gameplay ideas for Twilight Princess. In the E3 demo, people saw and heard that Link plays a reed pulled from the grass to call a hawk; reed music was in the initial development concept for Ocarina, but we ultimately didn't use it. What instrument might Link play in Twilight Princess? For now, it's going to remain a secret.



Such simple melodies, but Kondo found just the right ones to carry Link through Ocarina—and become video-game legend.



I've also worked extensively with the music for the Mario series. Mario's an action game, so it's vital that the music sync up directly with game control. In Zelda, however, it's more important that music match up with each environment and create the atmosphere of each location. Which kind of music do I like more? A very difficult question. In general, creating the music for Zelda is far more challenging.

Another interesting factor is that music creation can vary by hardware, too. For example, the speaker on the DS is smaller than that found on televisions or home theater systems, so the bass sounds are more difficult to achieve. But I think I'm most inspired to create when I am creating under limitations—whether it's by system or by musical theme.

Making the Zelda Trailer

The process of creating the E3 trailer was fascinating. Three people (including me) each composed a different approach to the trailer's music. Then we asked one of Japan's most extraordinarily gifted composers and music arrangers, Michiru Oshima, to work her magic on all three pieces, envisioning how an orchestra could wrap its many instruments around the general music. We then recorded each of the three orchestrations with famed conductor Yasuzo Takemoto on hand, who you might know as the conductor who stood command over the amazing 2002 Smash Bros. concert in Japan. I did have a chance to personally conduct when we recorded a chorus for one possible version of the trailer. Though I'd studied music, I hadn't studied classical music, so I'd never used a conductor's baton before (outside of the one in The Wind Waker, that is!), and it was incredibly fun.

I actually consider Michiru Oshima one of my musical idols. She's a tremendous musician. Coincidentally, she attended the same music school where I studied keyboards and piano, and she won a major competition at elementary-school age—and even held concerts overseas at a very young age. I have enormous respect for her, and I consider myself very fortunate to have worked with her on the trailer project. As I always imagined, she's a genius. Actually, people often have the misperception that women composers and arrangers can't conceive really epic, powerful, "masculine" music, but they couldn't be more incorrect. She's among the best Japanese musicians who can create such grand impact.

Meeting of the musical minds: Koji Kondo (right) joined famed conductor Yasuzo Takemoto and arranger Michiru Oshima to conjure the magic for Zelda's E3 trailer.

What instrument might Link play in Twilight Princess? For now, it's going to remain a secret.

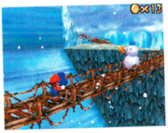
Conductor Takemoto brought the best out of the Super Smash Bros. orchestra in 2002; this year, he pulled another majestic performance from his musicians for the E3 Zelda recordings.

Zelda Travels the World Beat

You may have noticed that the music for each game in the Zelda series has a slightly different vibe. Majora's Mask had an exotic Chinese-opera sound; and Wind Waker had sort of an Irish influence on its music. As we started thinking about the music for Twilight Princess, I got some guidance from the developers that they'd like music reminiscent of eastern Europe, bringing in an ensemble of percussion instruments, and simultaneously I heard that they might like to hear more modern music employed for the game. At that time, I couldn't really envision what they were asking clearly—I assumed that they might like a Gypsy vibe. Creating Zelda music always involves learning for me, since I can't create all of the music for the wide variety of environments based simply on what's already inside my head. I always do extensive research and soak up as much music as I can to expand my vision. Then, after all of that, I always find it much easier to create music that I couldn't before.

The Cart Before the Horse

Like I said earlier, music creation simply can't start until game development has reached a certain level. I usually play game prototypes before attempting to capture the right feeling for its music. The results aren't good when you complete music before the game is finished. Once, when I was working on very tight deadlines for Super Mario 64, I was asked to provide "snow stage music," so I went ahead and created the soundtrack. Not having seen the gameplay at all, I'd envisioned snow falling quietly, and composed music for that kind of ambience. But it turned out that the actual game was totally different, with Mario moving around extremely fast. A total mismatch, so I needed to start over from scratch and create better-fitting music.



Kondo won't get snowed again, not after the "Mario snow stage" incident.

The Perfect Effects

My group isn't only in charge of music, but also the creation of the countless sound effects that you hear in Nintendo's games. It's a really important job that we take really seriously—though sometimes we find ourselves in outlandish situations in the pursuit of just the right sounds. One day, I had to carry a big steel pipe to work, which wouldn't have been a big deal, if it weren't that I had to take the train to my office. Everyone on the train stared at me in the most curious way!

Outside of work, I don't create music in my personal life—but I'm a voracious listener at home! Right now, I'm listening to Jimmy Smith, a musician who made his fame bringing the Hammond organ into the jazz world, and Joey DeFrancesco, another Hammond jazz virtuoso. I also like the show-tune soprano Sarah Brightman a lot, since she brings classical music, world music and modern music together so effortlessly. I had been dreaming about using one of her gorgeous songs for Twilight Princess—but then I found out that her music has already recently been used in another video game! But if we could find a similar musician for the next Zelda game, that would be really interesting. I wonder what fans would think of such music being used for a "Princess Zelda Theme" for the upcoming game.

I've paid close attention to what Zelda fans have said about music in online forums, and I've listened to the many MIDI music files that people have posted. It's all very interesting. I feel like music transcends language barriers and crosses all nations' borders. That will be a very important consideration for what we do with the music for Twilight Princess. The work ahead will be one of the biggest challenges of my life, and I can't wait to explore the directions that I'm sure we'll be able to go once the game is a little farther along in development. No doubt, I'll be skipping summer vacation along with everyone else to ensure that Zelda will be the richest experience possible. But I won't mind one bit—I look forward to helping millions of Zelda players travel to musical landscapes that have never been heard before!

I wonder what fans would think of such music being used for a "Princess Zelda Theme"....

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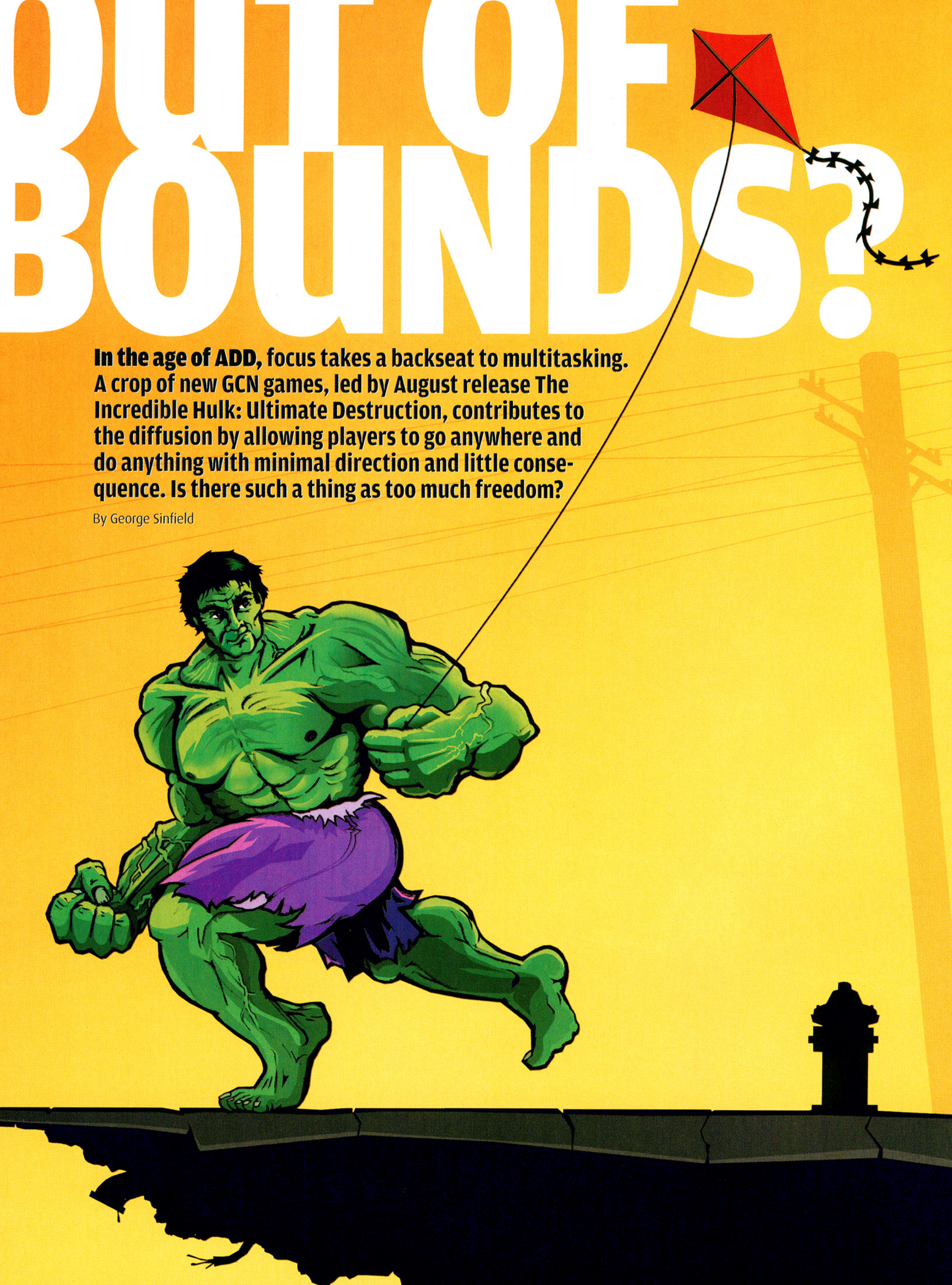
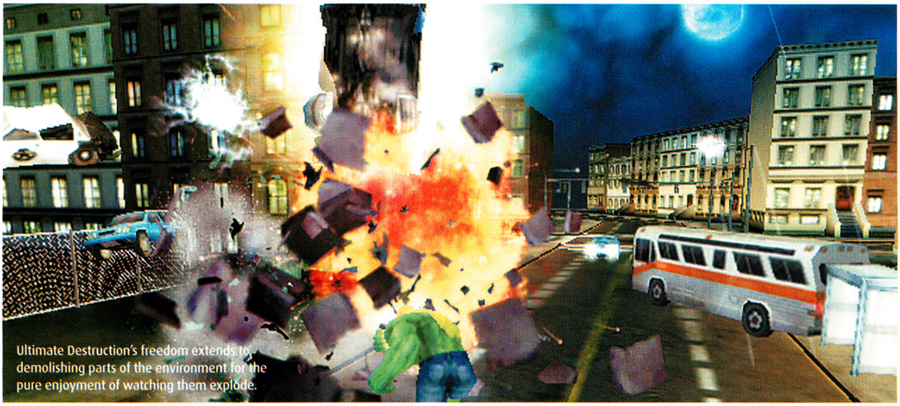
OUT OF BOUNDS?

In the age of ADD, focus takes a backseat to multitasking. A crop of new GCN games, led by August release The Incredible Hulk: Ultimate Destruction, contributes to the diffusion by allowing players to go anywhere and do anything with minimal direction and little consequence. Is there such a thing as too much freedom?

By George Sinfield



In the realm of open-ended games, the Grand Theft Auto series has always hogged the headlines with its questionable morality, but several titles in recent years, such as 2003's True Crime: Streets of L.A. and last year's Spider-Man 2, have offered alternative takes on the theme. Some call the trend "sandbox" because the games have few rules and infinite possibilities. Producer Vlad Ceraldi of Radical Entertainment (which is developing VU Games's Ultimate Destruction) prefers the term "playground." Said Ceraldi in a recent NP interview, "You have a defined physical space with many apparatuses to run around and play with at your leisure. Can't reach the monkey bars? Well, go and do something else. Everyone's preference is going to be different. At no time while you are in the playground are you stuck—there is always something fun to do and you have freedom to do whatever you want." Ultimate Destruction, along with four upcoming Activision titles—True Crime: New York City, Ultimate Spider-Man, Tony Hawk's American Wasteland and the recently revealed Gun—perform a balancing act between directionless roaming and strict storyline. "We try not to hold the player's hand," explained Ceraldi, "but instead give them a road map and let them chart when and how they are going to go about getting to the destination."



Ultimate Destruction's freedom extends to demolishing parts of the environment for the pure enjoyment of watching them explode.

Let Freedom Ring

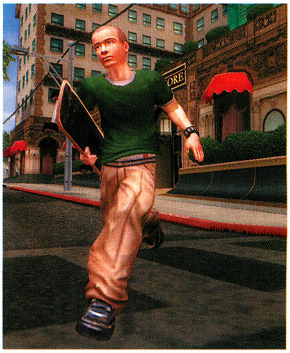
Few eras in American history better captured the feeling of ultimate freedom than the 19th-Century expansion into the West, the subject of Neversoft-developed Gun. Project lead Chad Finley told us, "Sandbox is totally what we were going for with the gameplay; a real, living world. We wanted to make sure that people would play this game for hours and hours just having fun. And we do that at work. You know, just spend an hour in Dodge City wreaking havoc."

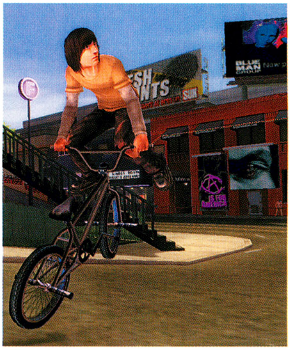
Havoc is wreaked frequently in Ultimate Destruction, as well. Said comic book writer and author of UD's storyline, Paul Jenkins, "Honestly, most of my time in the game has been spent grabbing innocent bystanders and running around the tops of buildings listening to them yell and scream. I never get tired of that." The game's creators are banking that players never get tired of the city-is-your-playground concept either. Though Jenkins's story is a compelling psychological tale with lots of Hulk nuance, the meat and potatoes of the game is free and open destruction.

Neversoft's Tony Hawk series began in the late '90s with a similar simple idea—pure skating with a light point-related structure. Although the series delved into high-concept territory with the Tony Hawk's Underground games in recent years, THAW, due out this fall, marks a return to its roots. Explains Neversoft's Kevin Mulhall, "American Wasteland is less about crazy antics and more about the heart of skating. That's one of the reasons why we based the story around Los Angeles, the birthplace of skate culture." The game's customizable character wants nothing more than to find the perfect grind and big air, and he searches the width and breadth of the City of Angels doing so. "I really get a kick out of thrashing my way through Beverly Hills in front of all the expensive shops and fancy malls. Shooting through the Hollywood sign pumps some adrenaline, as well," says Mulhall.

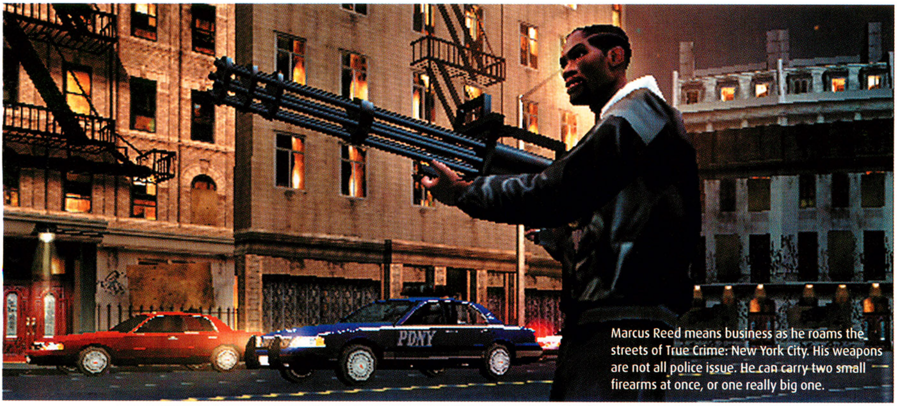
It's an old-school idea—start with fun gameplay and activities that bear repeating. Add unobtrusive forms of motivation, such as the destruction-point

> **"Most of my time in the game has been spent grabbing innocent bystanders and running around the tops of buildings listening to them yell and scream."**
>
> —Paul Jenkins

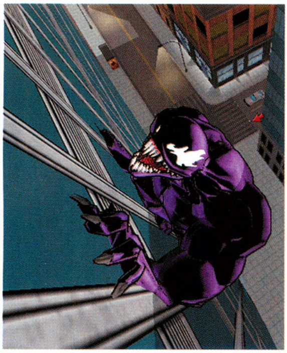


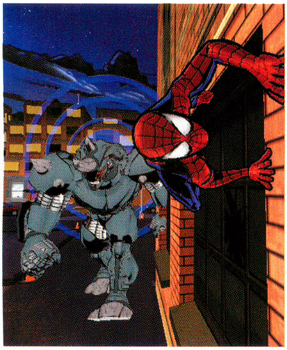


American Wasteland adds BMX biking to the Tony Hawk franchise. The parts of the environment that are created for skateboarding are bike-friendly, too.



Marcus Reed means business as he roams the streets of True Crime: New York City. His weapons are not all police issue. He can carry two small firearms at once, or one really big one.





As he did in Spider-Man 2, the wall crawler explores every surface of Manhattan (and now Queens) between bouts with known villains, such as Rhino.

> **"American Wasteland is less about crazy antics and more about the heart of skating. That's one of the reasons why we based the story around Los Angeles, the birthplace of skate culture."**
>
> **—Kevin Mulhall**

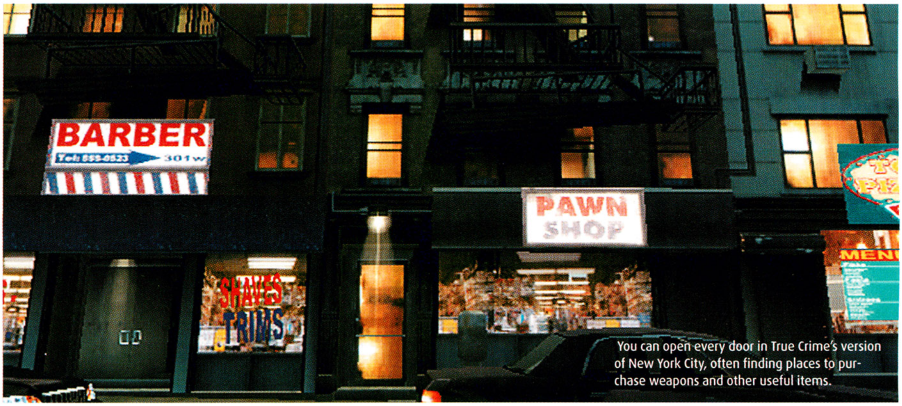
system in Ultimate Destruction and earnable cash in THAW and True Crime: New York City, that allow the player to purchase new abilities and items. Top it off with selectable story and side missions, such as the battles against Emil Blonsky in Ultimate Destruction, the brushes with known wild west characters in Gun and the mandatory switches between Spider-Man and Venom in Ultimate Spider-Man, and you have balance that is designed to appeal both to fans of open-ended exploration and to gamers craving structure.

Morality Play

Everyone fantasizes about engaging in frowned-upon activities—driving on the wrong side of the road, running up the down escalator, leaving the restroom without washing your hands. Bad behavior is not only acceptable in sandbox games, it's encouraged. "Never before has a free-roaming game featured so much wanton destruction where you and the world are the weapons," said Ultimate Destruction's Ceraldi. Early in the design process, the developers considered options other than allowing the Hulk to harm civilians, but no alternatives fit with the game's sense of freedom. "We will never reward you for harming pedestrians," comments Ceraldi. "But we still want you to decide how to deal with this decision."

When asked if destruction free of consequence fits with his vision of the Hulk, writer Jenkins says, "Frankly, being able to smash things up and get away with it fits with my overall vision for just about everything. The Hulk is about wish fulfillment—that's why he's such an attractive character. There's something very seductive about being able to explode with rage at the slightest problem. We don't really do it very often, but we want to. I, for instance, would love to pound the guy up the road who ran over my cat. It might still happen."

"There are many incarnations of the Hulk," adds Ceraldi. "There is a lot of room on the moral scale to play with. We did not want to force one particular version of the Hulk on everyone. We wanted to explore different aspects of the Hulk from the entire history of the character and then we wanted to give



You can open every door in True Crime's version of New York City, often finding places to purchase weapons and other useful items.

the player the choice.”

TC: NYC's main character, Marcus Reed, is an ex-law-breaker turned police officer, giving you the license to choose either path. Notes developer Luxoflux's producer Brian Clark, “We've come to realize that many people like to break the rules.” The game's rewards system takes the player's behavior into account. There are unsavory ways of making money, such as selling contraband, if you choose the bad-cop route, and more law-abiding choices if you choose the good-cop routine. “If you're a player who wants to challenge himself and follow the straight and narrow of the good cop, it may be more challenging to earn cash,” muses Clark. “But there are some alternative rewards, such as higher police ranks, that the bad cop will have a much harder time attaining long term.”

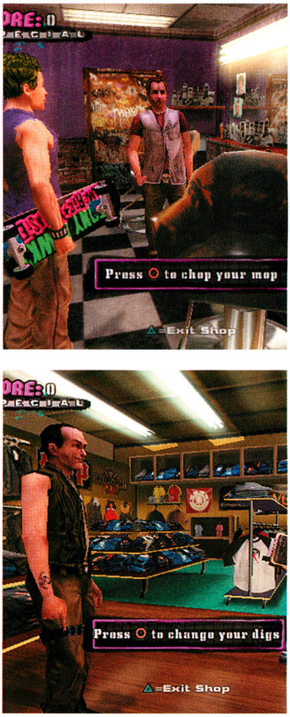
Gun is largely about lawlessness, and Ultimate Spider-Man allows you to control two characters that have different takes on morality. And, even though THAW doesn't have Bam Margera barreling down the street in a grocery cart, the game still allows you to live on society's fringe.

The point that game developers seem to be making is that we like to think about what it would be like to break the rules, and that it's even sweeter when we can decide how far to take the idea, when it's not part of a get-to-the-end-of-the-level goal.

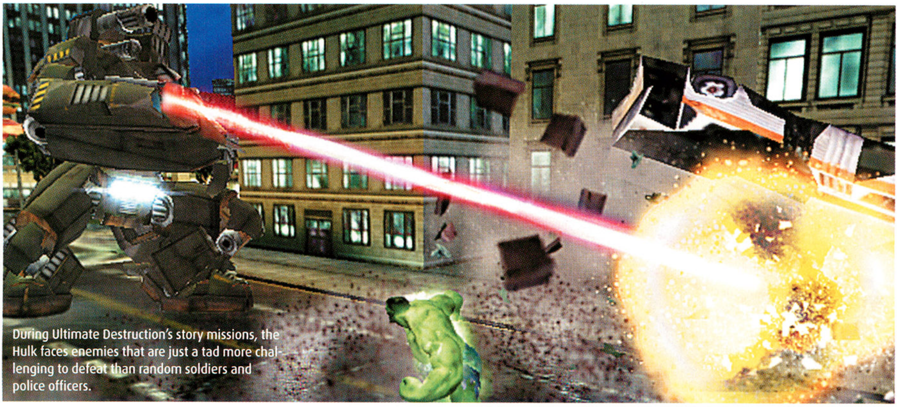
You Are Here

One of the most important factors of sandbox gaming is the sandbox itself. The environment has to be interesting to sustain the player's interest. Luxoflux has gone the realistic route. In Streets of L.A., the designers depicted urban sprawl. “Some people were disappointed that there wasn't a lot of differentiation in the neighborhoods.” explained Clark. His team has corrected that by relocating to the more-concentrated 23 square miles of Manhattan in TC: NYC, and created it street by street with the use of GPS satellite data. “[With a slightly smaller location than L.A.] we've been able to spend the time to add more detail, more flavor to the neighborhoods. So as you drive around, you get a sense of moving

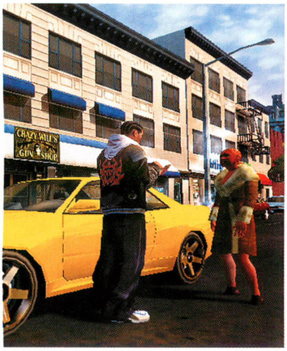
> **“There is a lot of room on the moral scale to play with. We did not want to force one particular version of the Hulk on everyone.”**
>
> —Vlad Ceraldi



Purchasing the right gear plays a part in some of THAW's missions. You have to look the part to enter certain sections of the city.



During Ultimate Destruction's story missions, the Hulk faces enemies that are just a tad more challenging to defeat than random soldiers and police officers.



The good-cop route in TC: NYC involves writing tickets, and other upstanding-police-officer activities.

from different location to different location." Clark promises interior locations, as well. "You can enter virtually any building. We have subways now, too, where you can go below the surface."

Variety is big in THAW, as well. Rather than make a spot-on re-creation of the city, however, the developers went with more of a caricature, making sure that each connected area—Santa Monica, Hollywood, Downtown—has its own flavor, and that you notice the differences as you transition through the locales. "The idea that you can skate from one end of Los Angeles to the other end is going to really change the way the game is played and perceived by the veterans of the Hawk franchise," said Mulhall.

Players can disassemble pieces of THAW's environment, such as a broadcast antenna, and haul the items off to a skate park of their own design. Tearing apart the city is even more important in Ultimate Destruction. When the Hulk crashes into a building after a long jump, he claws into the side of it and slides, creating a two-story-tall scar. He also pounds buildings into dust and creates weapons from rubble. The developers got the idea for what they call "weaponization" from a Hulk/Pitt comic in which the beast crushes a car and uses it as a bowling ball. "We started with steel fists (turning cars into boxing gloves) and the team began to think of even greater ideas of how to really explore this idea," explains Ceraldi. "I love weaponizing the missile platforms! It's a lot of fun ripping the armament off the back of the MLRS vehicles, turning that into a shoulder-mounted missile launcher and throwing missiles at long-range enemies." It's little discoveries, like the fact that you can use a telephone pole as a javelin in Ultimate Destruction, or finding new places to grind in THAW or searching for recognizable landmarks in TC: NYC and Ultimate Spider-Man that add to the fun of being in an open environment.

Do the Thing at the Place with the Whatchamajiggy

Storyline plays a part in each of the upcoming sandbox-style games. Since you have the freedom to play in the environment for hours or days between story missions, the danger is that you'll lose interest in the story or forget story elements. "Not only can players get sidetracked by putting the game down for a while, but if they're in the city they might get distracted by visiting shops or fighting random crimes," says TC: NYC's Clark. "What we try to do is remind people of characters and situations and why they are there." If you're lost, you can speak to an informant in the game who is versed in the story's progression. "Informants will give you a task or mission that you have to fulfill and then they will give you the next clue," explains Clark. "They give you that detective flavor and alternate ways to complete the missions."

The creators of Ultimate Destruction put story progression wholly in the hands of the player. "We purposely didn't guard against the danger [of players forgetting the story], but instead made design choices to ensure that the free-roaming experience is as compelling as possible. It is the player's choice when to advance the story. There are no barriers to stop you from advancing other than finishing the preceding story mission. We also put you in the context of the story within the city. As you advance the game, the free-roaming dialog, characters, unlocked abilities—everything is in lockstep with the main storyline."

Navigation elements in all of the games ensure that you'll be able to find the next story mission when you decide that it's time to advance.

All Things to All Gamers

The common element among all open-ended games is that they are designed to give both players who want ultimate freedom and those who want structure something to sink their teeth into. "It's difficult to work on a game like this because you're almost making two games in one," says Clark. "But as long as you deliver a strong storyline and fun gameplay, players are pretty happy."

The current group of games advances the sandbox concept in several directions, each allowing you to proceed at your own pace. And the future is wide open. New challenges wait around every corner.

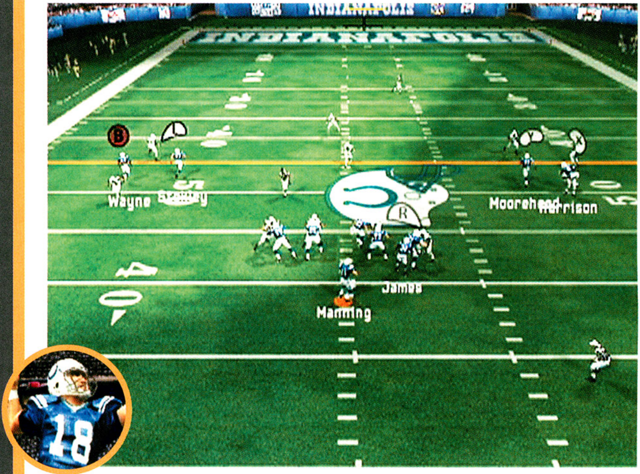
SIX POINTS TO REACH THE END ZONE

With EA Sports taking to the air in Madden NFL 06, we arm you with our victory-guaranteeing touchdown tips.

By George Sinfield

STRATEGY
ADVISORY
OFFENSIVE CONTENT

Taking you one step closer to gridiron greatness, EA's '06 incarnation of the Madden NFL franchise puts you under the helmet of the pro quarterback. You see what he sees in the form of an adjustable vision cone. Does it make passing easier? No. But it's more realistic and satisfying when you hit your guy on the numbers. We'll show you how to do that.



01 SEEING IS RECIEVING OR HOW TO SCORE WITH AN OFFENSIVE LINE

By passing to receivers within your QB's vision, you'll increase your chance of making a completion. Every QB has a different vision-cone width, so you should start with the best: Peyton Manning of the Colts. Manning usually has at least two receivers in his sight. Once you're comfortable with passing mechanics, switch to a team that has a QB with narrower vision but a strong offensive line, such as the Chiefs. Stay in the pocket and practice moving your looks from receiver to receiver.

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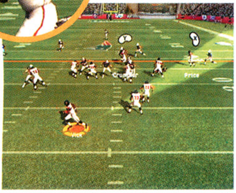
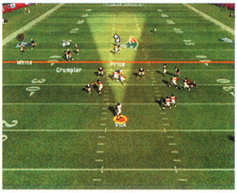
02 THE FOCUS FACTOR KEEPS YOU ON TARGET

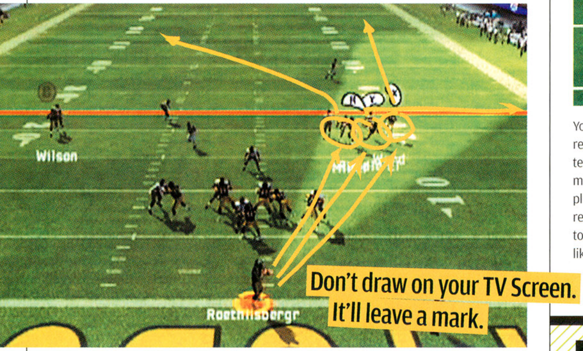
Your QB automatically looks at and follows the play's primary receiver. When you use the C Stick to move the vision cone, it hooks on to another receiver and follows him. As soon as your focus is on the receiver that you want to target, release the C Stick, let the automatic control take over and wait for your man to get open.





03 CLEAR RECEPTION ON A CROWDED FIELD

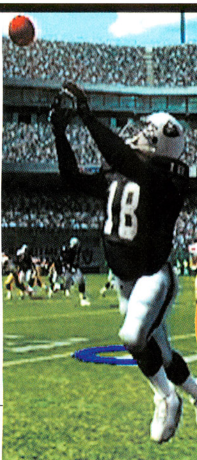
In addition to QB vision, another factor that contributes to pass completion is whether your man is open. If you want options at the last moment, pick a play that has multiple receivers within the vision cone, then throw a bullet to the man who's in the clear.

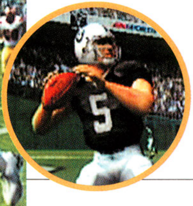


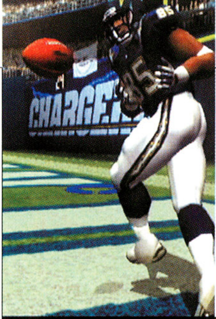
Don't draw on your TV Screen. It'll leave a mark.

04 RUN FAST, THROW FAR

On long passes, getting the ball away from defenders is crucial. When dishing to a good sprinting receiver, such as Randy Moss, press Up on the Control Stick and tap the pass button to throw a lob past your target. He'll go into high gear and get away from his coverage by the time the ball reaches him.



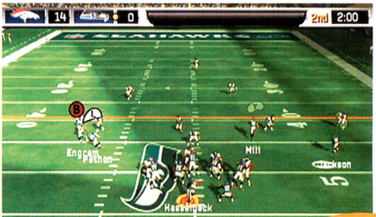




05 PASS TO YOURSELF

Precision passing control allows you to throw long, short, left or right of the intended receiver. If your pass is slightly off the mark, press X while the ball is in midair to take control over the man, then steer him to the ball.

06 HIT 'EM WHERE THEY AIN'T—LOOK LEFT, TOSS RIGHT



You may want to pass to the play's primary receiver, but that doesn't mean you want to telegraph the toss. At the line of scrimmage, select a new receiver. Then, as the play unfolds, move the cone to the original receiver and let it fly. If you didn't have time to line up the pass, use a lob. You'll be more likely to catch a soft throw if it's off the mark.

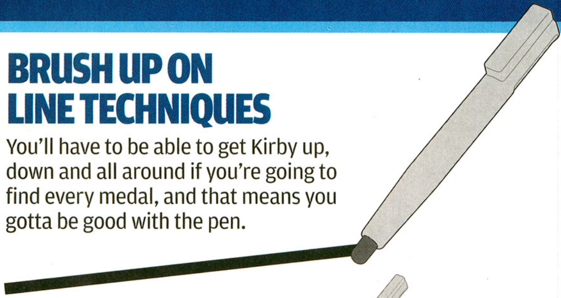
EXTRA POINT

Once you catch the ball, press Z to tuck it in, then use the new Truck Stick control (the C Stick) to plow through defenders. Often you have to get past just one man for a clear shot to the end zone.

BREAK THE CURSE!

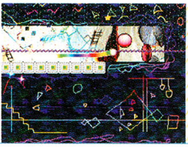
BRUSH UP ON LINE TECHNIQUES

You'll have to be able to get Kirby up, down and all around if you're going to find every medal, and that means you gotta be good with the pen.



Stay on the Path

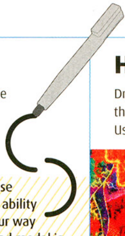
Kirby will adhere to straight lines, making them very useful when dodging enemies and fitting into tight spaces. But be careful not to use straight lines excessively—they eat up a lot more ink than the other techniques.

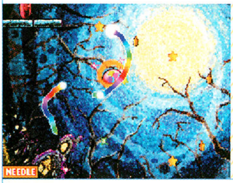


In the third area of Silent Seabed, you'll need to draw a long, steady line to reach the medal. Lift the stylus only long enough to defeat enemies along the way.

Reach for the Sky

To reach overhead levels, roll Kirby along a half-circle line. As he rolls upward, draw another half-circle to keep him snaking upward. You can climb fast and use less ink than you would on a straight path.

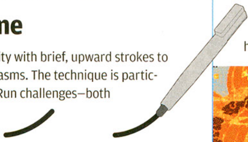


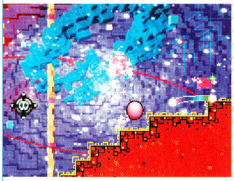


You could use the Needle ability to crawl your way to the second medal in Dreamy Darkness, but it's much easier to reach the medal using the skyward arc method.

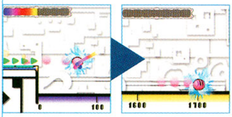
It's Launch Time

Combine Kirby's dashing ability with brief, upward strokes to send him flying over open chasms. The technique is particularly useful in the Rainbow Run challenges—both aspects are fast and you must use ink sparingly.





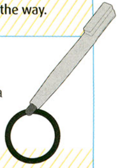
The second area of Spectacle Space is enormous—after you grab the medal in the lower-right corner, you'll have to stay alive using short, upward strokes until you can find a platform where you can land and rejuvenate.

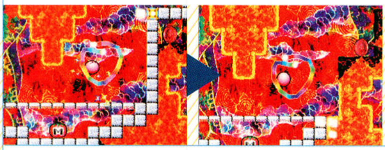


Reach for the Stars! Use the short stroke to gain huge distances on the Dash Jump challenge. Power up Kirby and launch him with a short stroke just after he falls off the ledge.

Hold It Right There

Draw a circle around Kirby to keep him in place when navigating through an area that requires timed movement, or to stay in one place while the floor is moving. Use half-circles to pin Kirby against a wall or to hold him in place.

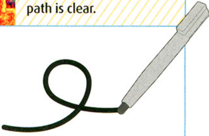


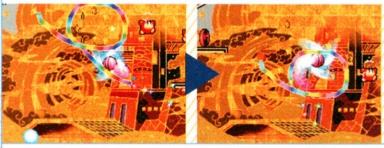


Use the circle technique when going for the second medal in Mag Mount. Break the blocks and hold your position until the path is clear.

Dizzying Speed

Kirby will follow continuous lines in any direction, including upside-down loops. If a loop is tight and round enough, Kirby will gain a speed boost strong enough for him to knock out enemies and sail over long gaps.

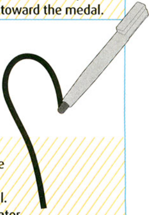


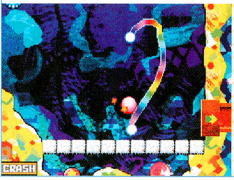


In the upper-left corner of the first area of Rift Ruin, follow the path of coins and loop-the-loop to the medal. End the loop-the-loop upward to maximize the speed boost as you climb toward the medal.

Under Pressure

Draw a tight arc that starts just above Kirby and loops downward to make Kirby dive deep and quickly underwater. This technique also works well in very windy levels.





In Contrast Cave, snag the Crash ability from the enemy above the water, then use the downward stroke to get to the second medal. Once Crash Kirby is deep underwater, detonate him to break open the rock floor and claim the medal.

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It's going to take a gold-medal effort to clean up the mess Drawcia has made in Kirby: Canvas Curse for Nintendo DS. We go in depth to bring you the best techniques for beating the evil witch and collecting all of the shiny medals.

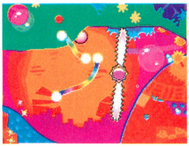
By Chris Shepperd

MEDALS, MEDALS EVERYWHERE

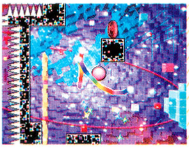
Many of the medals are well off the beaten path—you'll have to explore every corner to collect them all.

Hidden in Plain Sight

The medals are tucked away in remote areas, but they're otherwise easily visible. Some reside just behind special blocks, invisible doors or false walls. The map will give you a basic idea of the medal's location—use it to help confine your search.



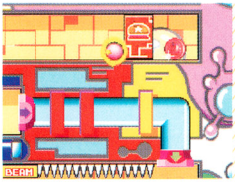
In the first part of Canvas Canyon, look for a hidden door just above the second spinning blade. Stop the blade and enter the door to find a medal.



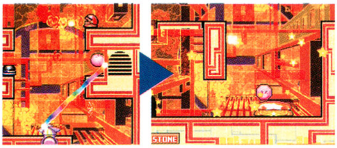
To reach the first medal in Spectacle Space you'll have to bust through a wall at the beginning of the level, then navigate a long, perilous corridor.

Flip the Switch

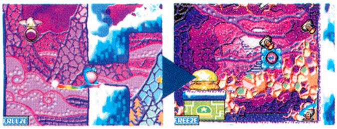
Some of the medals are behind large doors. To open these doors, you'll have to find a switch on a later level. There's a total of three switches in the story mode. Once you've hit a switch on a later level, return to the earlier level to claim the medal.



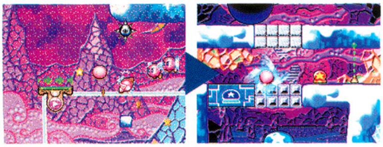
After you've hit the orange switch, you'll be able to get the second medal in Tiny Town. After being fired out of the cannon, head right to grab the previously unattainable medal.



The Orange Switch: In Rift Ruin, head to the long vertical room with the spinning blades. Defeat the enemy to attain the Stone ability. Then look for a secret door just above and to the right of where the enemy was to find the room with the orange switch. Use Stone Kirby to pound the peg and hit the switch.



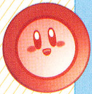
The Green Switch: Head past the upward fan in the second area of Cold Course. Break through a small wall to the right of the fan and cross the gap to a secret door. Inside the switch room, tap the glowing blocks to clear a path so the cannons can fire you at the green switch.



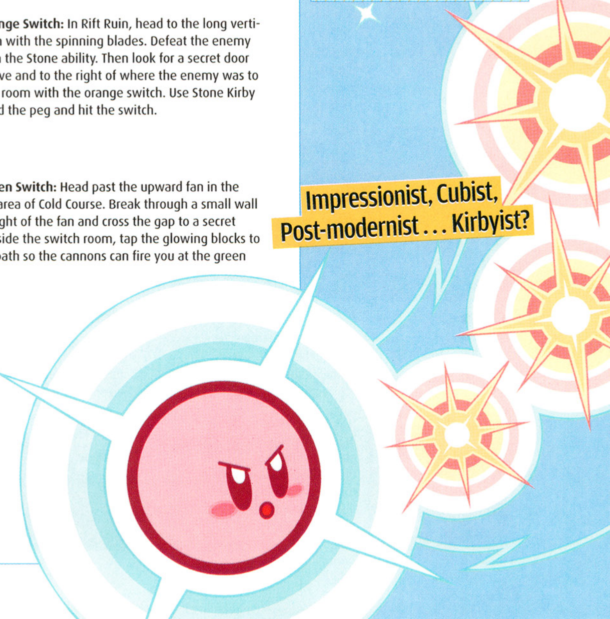
The Blue Switch: In Frozen Fantasy's large static area, ride the lower sticky platform. Hop off as it makes its second turn—the coins will show you where to jump. Fall onto another platform and ride it until you see a door leading to the blue-switch room.

MEDAL SWAP

Collect medals in both the main game and Rainbow Run, then head to the Medal Swap to cash them in.



SONG 1	3 Medals
SONG 2	3 Medals
SONG 3	3 Medals
ZEBRA LINE	6 Medals
BEAD LINE	6 Medals
TROPIC LINE	6 Medals
LIFE BOOST	7 Medals
STONE A COURSE	9 Medals
WHEEL A COURSE	9 Medals
MISSILE A COURSE	9 Medals
BALLOON A COURSE	9 Medals
STONE B COURSE	10 Medals
WHEEL B COURSE	10 Medals
MISSILE B COURSE	10 Medals
BALLOON B COURSE	10 Medals
LIFE BOOST	12 Medals
LIFE BOOST	14 Medals
DEDEDE BALL	20 Medals
META KNIGHT BALL	25 Medals
OLD-SCHOOL MUSIC	50 Medals



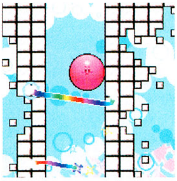
Impressionist, Cubist, Post-modernist . . . Kirbyist?

COPYCAT KIRBY

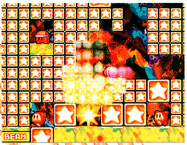
Kirby's learned plenty of new ways to get around, but he hasn't forgotten his old tricks. He can copy the abilities of his enemies and use them to get medals. Kirby can have only one ability at a time, and will lose it if he takes damage.

Balloon

The Balloon ability makes Kirby expand like a piece of bubble gum. Tap him up to three times to inflate him, giving him a vertical boost each time. Draw lines to act as surfaces for Balloon Kirby to bounce on.



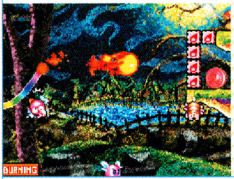
Beam



Blast through hordes of enemies as Beam Kirby. The Beam ability is also great for clearing large areas of star blocks in a hurry.

Burning

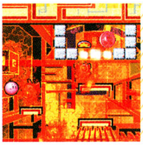
Kirby's Burning ability burns through lines of foes and really speeds Kirby along. Although it lasts only a short time, it is useful when you want to zip across a narrow gap that may have enemies waiting on the other side. Burning Kirby can also cross small gaps behind static screens.



Defeat a fiery enemy on the first part of Ghost Grounds to become Burning Kirby, then break the blocks in the top-right corner of the level to grab the medal.

Crash

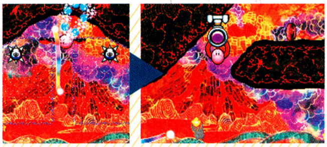
The powerful Crash ability eliminates all onscreen enemies, vaporizes blocks and hits switches behind walls. However, Crash is a one-time attack—after you've used it, it's gone until you defeat the correct enemy again.



Just before reaching the goal in Rift Ruin, unleash the Crash ability to hit the switch and break the blocks surrounding the medal. Crash Kirby will also knock out most of the enemies in the room.

Freeze

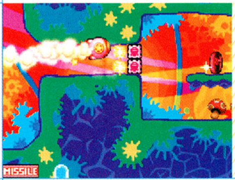
Use Freeze Kirby to scoot across dangerous ground without taking damage, chilling enemies along the way. Freeze Kirby can also break blocks that are otherwise impassible.



Snag the Freeze ability at the end of the first area of Volatile Volcano. In the next area, break through the ice blocks in the top-right corner to claim the second medal.

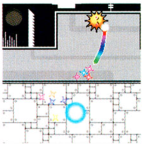
Missile

The Missile allows Kirby to cruise along at a relatively slow speed, detonating and destroying anything he touches upon impact. You can control the direction of the Missile's flight easily using gentle ink lines to nudge its trajectory.



In the second area of Ravine Road, defeat the enemy above the entrance, then fly Missile Kirby across the stage and break the blocks at the end to grab the medal.

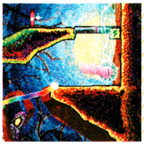
Needle



Needle can be a lifesaver once you get the hang of it (literally). On levels with moving floors and walls, use Needle to stick Kirby into a safe area and wait until the path is clear.

Spark

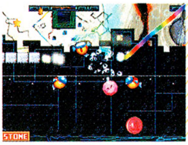
Spark is great for taking out enemies and star blocks above you. Hold down the stylus to make Spark Kirby hover.



To get the second Ghost Grounds medal, use Spark Kirby to bust through the blocks in the upper-right corner of the level. After grabbing the medal, head left to find an alternate exit door.

Stone

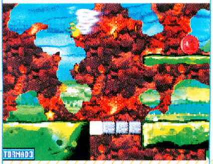
The Stone ability is most effective in water levels, allowing you to sink quickly and eliminate any enemies who are unfortunate enough to be in your path. Draw a line to keep the stone rolling and do some rockin' damage.



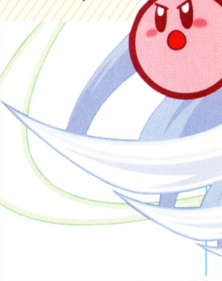
Smash the peg to break through the floor in the first area of Silver Submarine. Sink to find the medal underwater.

Tornado

Soar to new heights as Tornado Kirby. The more you tap Kirby, the faster he'll spin and the higher he'll fly. Hold onto this ability on vertically oriented levels to blast through the stages. Tornado Kirby can also coast behind static screens, giving him excellent movement range.

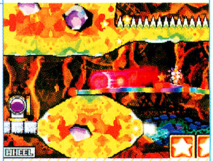


The last medal in Growth Grasses lies behind a curtain of static—Tornado Kirby can whirl up to the medal even where you can't draw a path.



Wheel

The Wheel ability is the fastest way to zip through levels, but Kirby becomes pretty difficult to control. Use quick downward strokes to put up walls in front of the Kirby to control his pace. The wheel will take out enemies and blocks effectively, but will rebound hard against unbreakable obstacles.



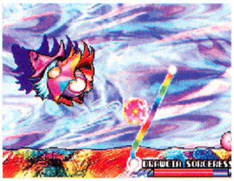
In the second part of the Dungeon Dome, use Wheel Kirby to race across the level and reach switches before the barriers can descend and block your path.

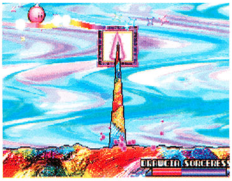
DRAWCIA'S DEMISE

To get to the witch, you'll have to navigate a couple of simple rooms. Watch out—damage you take in these areas will carry over to the boss fight.

Right Back at Ya

When Drawcia trembles and fires a ball of energy, be ready to draw a quick line and reflect the ball back at her. This is your chance to strike—if you're quick enough you can get in three good hits before she flees. After a few rounds, Drawcia will shoot multiple fireballs—be ready to ricochet them all.

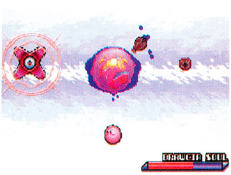


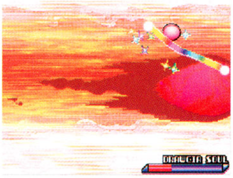


Drawcia isn't a terrible artist herself. The sketches she draws will manifest as enemies. Watch out for the spikes she scrawls—it's difficult to predict where they'll appear. Watch for small rocks spurting out of the ground—you'll get a jump on where the giant spikes will appear.

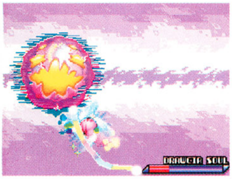
The Soul Still Burns

Once you defeat Drawcia's first form, her soul will remain. Her soul has more moves than her physical counterpart, and it's harder to predict which attack she will unleash next. Be ready to use strokes as defense against missile and laser attacks.





During most of the battle, you'll want to stay as close to the ground as possible. However, watch for the screen to turn red—Drawcia transforms into a comet and flies across the bottom of the screen, wiping out anything in her path.



Tap Drawcia when she opens her eyes. She'll make a freaky face—bounce into her to cause serious damage.

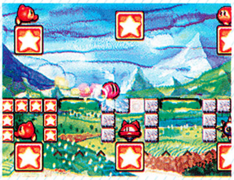
Send Drawcia back to art school—for good.

KEEP REACHING FOR THE RAINBOW

You'll need to use every trick in the book to get all the medals on Rainbow Run. Practice all of the drawing techniques over and over, particularly the short stroke and the downward arc.

No Time to Wait

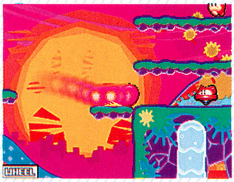
The casual drawing mistakes you might make in the main game become disastrous errors in Time Trial. Every line must be straight and smooth, and a run-in with even a single enemy can wreck your time. When descending, don't let gravity do the work—draw descending lines to send Kirby downward as fast as possible.



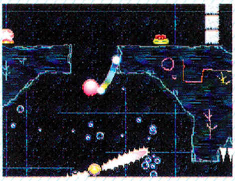
Throughout Time Trial levels, tap Kirby constantly to boost his speed. He won't move considerably faster than he normally would, but every second counts in this mode.

Between the Lines

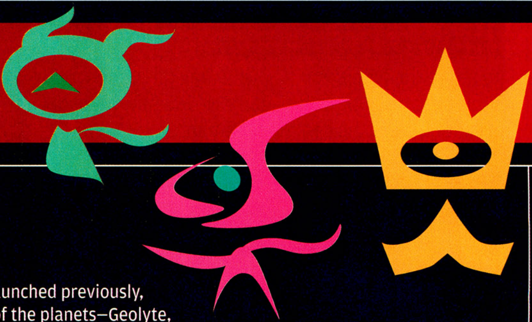
Line Trial takes careful planning. Short strokes cover the most ground with the least ink, but they can be difficult to control. Look for copy abilities such as Balloon to help cover ground cheaply. Use Kirby's momentum to move forward through levels whenever possible—try not to block him or send him the wrong way by accident.



The Wheel ability generates enough speed to clear small gaps without your having to draw a bridge. However, when you hit an obstacle, you may rebound into a difficult situation.



Let the level's features do the work as much as possible. If a level has water currents or wind, try to use them to propel yourself without expending precious ink.



Digable Planets

>METEOS

Unlock planets by fusing together Meteos you've launched previously, including those launched during the credits. Four of the planets—Geolyte, Firim, Oleana and Anasaze—are unlocked at the beginning of the game.

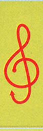
	AIR	H2O	IRON	HERB	GLOW	SOUL	FIRE	SOIL	ZAP	ZOO	DARK	TIME
BAVOOM	1,000	200	–	–	–	–	–	–	–	200	–	–
BOGGOB	–	50	–	600	1	–	–	100	–	100	–	–
BRABBIT	1,800	150	–	150	–	1	150	150	150	150	–	–
CAVIOUS	1	1	500	400	1	–	400	2,000	400	1	1	2
DAWNDUS	300	–	–	700	10	–	1,200	300	–	700	–	–
FLORIAS	–	–	–	–	–	1	–	–	–	–	–	–
FORTE	–	–	–	–	–	–	–	2,900	–	1	8	–
FREAZE	100	200	–	–	–	–	–	–	–	–	–	–
GIGAGUSH	20	30	300	–	–	1	10	–	–	1,500	30	–
GLOBIN	–	–	–	–	–	3	–	–	–	4,444	666	–
GRANNEST	–	–	400	–	–	–	–	–	400	–	–	–
GRAVITAS	–	–	1,441	–	–	–	–	1,221	121	161	–	1
HEVENDOR	777	777	777	777	77	1	777	777	777	777	77	1
HOTTED	4,000	–	800	–	–	2	–	–	–	–	50	–
JELJEL	–	–	–	–	–	–	666	666	–	666	3	–
LASTAR	–	–	–	–	1,500	–	–	–	–	–	–	2
LAYAZERO	256	256	256	256	64	–	256	256	256	256	64	–
LUNA=LUNA	–	–	1,500	100	–	2	1,500	1,500	100	–	100	–
MEGADOM	200	100	–	–	–	–	200	100	–	–	–	1
MEKKS	–	–	1,024	–	–	–	–	–	800	–	–	–
METEO*	5,000	5,000	5,000	2,000	1,000	5	5,000	5,000	3,000	2,000	1,000	5
STARRII	–	–	–	2,500	500	–	–	–	–	2,500	–	3
SUBURBION	78	75	–	–	–	2	77	–	–	–	1,200	–
THIRNOVA	–	–	–	–	400	–	1,000	–	2,800	–	–	2
VUBBLE	2,500	3,000	–	–	80	–	–	–	–	–	–	1
WIRAL	–	–	5,000	–	50	–	–	–	2,000	–	–	1
WUUD	–	800	–	3,000	–	1	–	–	–	–	–	–
YOOJ	4,000	500	–	–	100	–	500	–	–	–	–	1

* To unlock Meteo, you have to watch at least five different endings in Star Trip mode.

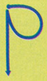
Subtle Gesture

>PAC-PIX

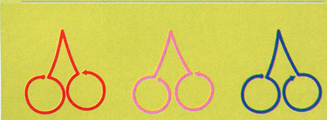
Draw the following figures in the Sketchbook and see what happens.



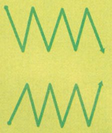
MAKING MUSIC
The treble clef can be hard to draw—start in the middle and practice, practice, practice.



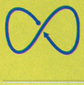
JUMP AROUND
Sketch a slightly weird-shaped letter P to create a pogo stick, and watch it bounce around.



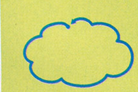
FRUIT FANCY
You can draw cherries three different ways. Their animations change depending on how you draw them, as well.



HSSSSSS
Connect a capital W to a capital M (or vice versa) to make a snake and watch it slink off the screen.



FROM THE COCOON
Draw a sideways 8 to set a butterfly in motion.



STORMFRONT
When you look at this cloud, you'll see the shape of . . . a cloud.

Sonic Mega Level Selects

>SONIC MEGA COLLECTION

Classified has caught the Sonic bug. Check out some classic codes from this awesome collection.

SONIC THE HEDGEHOG

On the title screen, press

Up, Down, Left, Right

on the Control Pad to hear a chime. Hold down the B Button and press Start to bring up the level-select screen.

SONIC THE HEDGEHOG 2

On the title screen, press Down twice on the Control Pad to find the Options menu. In the Options menu, use the Sound Test to play sounds in the following order:

19, 65, 09, 17

After playing the last sound, you will hear a chime. While highlighting the Sound Test option, press Start to return to the title screen. To access the level-select screen, hold down B and press Start.

SONIC THE HEDGEHOG 3

After you hear the "Sega" chorus and the screen goes black, enter

Up, Up, Down, Down, Up, Up, Up, Up

before Sonic disappears. You will hear a ringing sound if you enter the code correctly. On the main menu, press Up to access the Sound Test menu. Highlight the level you want to play, then hold down the B Button and press Start. This code is VERY difficult to input—it may take quite a few tries to get it right.

SONIC & KNUCKLES

Begin a new game and play until you reach the first pulley machine. While hanging from either handle, press

Left, Left, Left, Right, Right, Right, Up, Up, Up

and listen for a chime. Pause the game and press B to return to the main menu. Hold down the B Button again and press Start to access the level-select screen. Since you must be either Sonic or Knuckles to play some levels, you won't be able to access all of the levels without switching characters.

SONIC 3D BLAST

On the title screen, press

A, B, Right, B, X, Up, Down, B

When you start a game, the level-select screen will come up automatically. Select the level you want to play and press Start to jump to that stage.

SONIC! SPINBALL

On the Options menu, press

B, Down, A, Down, X, Down, B, A, Up, B, X, Up, A, X, Up

When the chime rings, press Start to return to the main menu. Hold down B and press Start to begin on level 2, hold down A and press Start for level 3, and hold down X and press Start to begin on level 4.

THIS TIME YOU WON'T NEED ANY QUARTERS

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September 2005, Volume 195

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7. Super Smash Bros. Melee **8.** Madden NFL 2006 **9.** Kirby Canvas Curse Strategy

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3. I didn't realize the magazine was redesigned.

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1. Yes **2.** No

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3. I liked it better when it was just a list of games, with no additional information.
4. I don't use the Game Watch Forecast.

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1. I refer to it often.
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3. I don't have use for an Archive.

K. Have you visited the new Nintendopower.com website?
1. Yes, I've seen it. **2.** No, I've not seen it yet.
3. I don't have Internet access

L. If you've seen the new Nintendopower.com website, what features do you like most?
1. Sample articles **2.** Interactive pages
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It has outsold all other GCN titles to date, and it is arguably the greatest

SMASH PLANET

fighting game ever made. Welcome to the world of Super Smash Bros. Melee.

By Andy Myers

TEEN T CONTENT RATED BY ESRB

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Global Melee

Let's face it: Super Smash Bros. Melee is the greatest fighting game ever. Satoru Iwata, Masahiro Sakurai and the fine folks at HAL Laboratory must be given props for creating a game that has appeal and balance beyond comprehension. And this is not just one man's opinion. A whole world of die-hard Smash fanatics out there—the SSBM faithful—have been playing the game for years, and know its deepest secrets and darkest corners. As Nintendo gets set to release a GCN set that includes a free copy of SSBM, and with a new Smash game on the horizon, we've taken a closer look at the Smash world and its inhabitants.

> **"We're Nintendo fans. We love the characters in the game and the individual gaming worlds that each of them has come from."**
>
> —Jason Rice

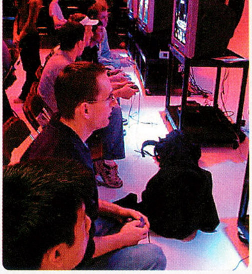
The Smash Circuit

Though much can be said about the game's bells and whistles, Smash is what it is partly because of its rabid fan base. Smash players comprise a passionate, community-oriented array of gamers that spans the globe. They all have their own nicknames, rules and strong opinions about how the game should be played. And though Smashers are generally very competitive, the community thrives because of the excitement and good nature of its members. "Smashers approach the game seriously but with a healthy amount of humor and goodwill," notes Jason Rice, a Smash vet and tournament organizer for Major League Gaming. "Because of SSBM and Smash Boards, I've got friends all over the country that otherwise I would have never met and I'm very grateful to be a part of it."

Most Smash players consider smashboards.com—an unofficial website started in 1999 by a 13-year-old fan named Ricky Tilton—the hub of the community. Today, the site has almost 20,000 registered users and receives millions of hits each month. "I still remember the first person who tried advertising his tournament on the forums a few years ago," recalls Tilton (known in the Smash community as Gideon). "I simply glanced over his post thinking, 'Yeah, right, people are going to trust some random user on Smash Boards and fly across the country to a video game tournament!' Amazingly, however, it succeeded!"

Smash tournaments were born out of the desire of fans not only to show off their skills, but to see what other players around the world were doing in the game. During the early days of Smash tournaments in the US, the competitions were conceived and organized unofficially, using the smashboards.com forums to promote the events. Today, larger organizations such as Major League Gaming have included Melee in their offerings, and Smashers can now play for big prize money all around the world. The competition can be fierce, but those involved in the Smash community know that it's all in good fun. And it should be. How seriously can you take yourself when you're pooping Kirby off the edge of Mushroom Kingdom in a Yoshi egg? Fun is the nature of the game, and the affectionate fans know this well. "We're Nintendo fans," exlpains Rice. "We love the characters in the game and the individual gaming worlds that each of them has come from. . . . In comparison to other gaming franchises and companies that are relative newbies, we're players who were raised on Nintendo characters."

Not to say that Smash players are softies—hardcore Smashers are capable of feats in the Melee world that can blow the minds of even the game's creators. And it doesn't matter how long you've been playing Smash—there's always something new to see. "Playing in tournaments and being involved in a community that loves the game as much as I do keeps the game fresh," explains Rice. "There's always someone showing up to tournaments with a new trick to learn or tactic to master." SSBM continues to evolve as players explore its deepest secrets. As Tilton puts it: "[SSBM] is never the same, no matter how many times you play it. There are always new situations and variables to deal with each time you play."



Some of the best Smash players in the world practice before the MLG 2004 National Championship in New York City.

Jason Rice (left) interviewing the man currently regarded as the best Melee player in the world, Ken Hoang.

Major League Gaming's 2004 LA tournament brought in hordes of Smash players ready to compete for the gold.

SMASH ANOMALIES

In addition to the hundreds of well-known moves in the Melee world, there are other, undocumented moves—some so difficult that only the best Smashers in the world can pull them off consistently. We've highlighted two of these anomalies.

Wavedashing

Wavedashing is a tactic where players slide across a board by jumping, blocking and pressing a direction in quick succession—so quick that the jump animation is actually skipped. It is hands-down the most difficult move, and it's mind-boggling to see in action. Luigi, Ice Climbers and Marth are probably the best wavedashers.

Playing with Fire

Both Bob-ombs and the Pokémon Voltorb can be picked up and chucked by a player right before they are about to explode. The window of opportunity for this move is very small.

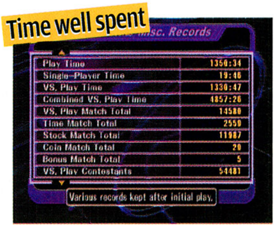
Melee tends to have an uncanny hold on gamers. Even within the walls of Nintendo of America, Melee's allure can be seen everywhere. The members of Nintendo's localization team are easily the most obsessive Smash players in the building. "We play [Smash] every day at lunch and after work—that's every day since before the game was even launched. That's a lot of Smash," explains Tim O'Leary, localization producer for Nintendo. Interestingly enough, Tim's team wrote the English version of the game, and spent many months working with the development team and playing the game exhaustively. They are the last people you'd think would still be so absorbed by Melee, yet they have department-wide minitournaments five days a week to this day.

Balance Is Key

Part of SSBM's irresistible appeal comes from how incredibly balanced the game is. "Melee has entered into this video game realm where few other games have gone," says NP staff member and former Treehouse associate Pete Michaud. "It's such a balanced, reaction-based, finger-twitching, kill-or-be-killed experience that it gets into your blood. As long as you have the right friends to play it with, I'm convinced you could play it forever." Treehouse member Nate Bihldorff tells it like this: "[The characters] are so divergent in their styles and the strength of their attacks, that play balancing (which, in a multiplayer game, is the end all be all—you have to have it) is what keeps people coming back, and keeps people playing various characters." Each of Melee's playable characters is different, and yet with only one or two exceptions, they are equally matched. The best Smash players in the world can play well with all of the game's characters, and you rarely see the same character win a tournament twice. And the greatest thing about Melee: if you don't like it, you can customize it out. Power to the people!

> **"As long as you have the right friends to play with, I'm convinced you could play [Smash] forever."**
>
> —Pete "Capey" Michaud

Time well spent



```
Play Time                  1350:34
Single-Player Time           19:46
VS. Play Time              1330:47
Combined VS. Play Time     4857:26
VS. Play Match Total         14580
Time Match Total              2559
Stock Match Total            11987
Coin Match Total                20
Bonus Match Total                5
VS. Play Contestants         54481
Various records kept after initial play.
```

How does your memory card compare to the Treehouse's memory card, which has logged over 1,330 hours of multiplayer matches?

Chaos Theory

"There is a serious element of randomness that Smash has which most other fighting games lack," explains Alan Averill (former NP writer and current localization writer). "The number of items and the shifting nature of the environments mean that matches differ wildly each time you play, whereas things like a Soul Calibur II (which I love, by the way) or a Tekken are much more predictable." The mayhem of Melee cannot be fully explained in words, but it is truly unique because there is so much order in the midst of the chaos. And the more you play Melee, the more the chaos becomes second nature. This level of randomness is truly by design. Bihldorff explains: "[Melee] sort of embodies what we've heard Miyamoto, Aonuma and Sakurai-san all talk about, which is this idea: They talk about a miniature garden, where you just have a world that you play with. If you create the world and the characters well enough, then you can just set them loose in there and always have fun with it, because you can do whatever you want with it." Even after years of playing SSBM, something new awaits in every match. The impossible is always right around the corner—that's what keeps players coming back.

> **"There is a serious element of randomness that Smash has which most other fighting games lack."**
>
> —Alan Averill

SMASH SPEAK

Like *Star Trek*, Smash warrants its own, nerdy lexicon. Many of these terms were coined at Nintendo throughout the years, but a few are more widely known on the tournament scene.

Billhole: Any safe corner of retreat that a cowardly player can use to hide and counterattack. The original Billhole is under the tailfin in the rear of the *Great Fox*. Named after localization producer Bill Trinen.

Caping: The generally frowned-upon practice of using Mario's cape or Dr. Mario's sheet to turn someone around as he attempts to get back on the stage. Highly dishonorable.

C-Stick Bandit: A player who secretly uses the C Stick, despite the fact that it's generally considered junior-varsity.

Death Plunge: Grabbing someone with Kirby and leaping to your own death with the player in tow.

Dunking: Down-smashing someone to his death off the bottom of the stage.

Family-Friendly: A derisive term for Time matches, which some feel gives subpar players a better chance at success.

SMASH DEBATE

It's on! Which play mode is more fair, Time or Stock? Seasoned Smash players from Nintendo's product development and localization department, the Treehouse (responsible for producing the English version of the game), duke it out over one of Melee's hottest topics.

TIME VS. STOCK

When playing Super Smash Bros. Melee with as many people as we do in the Treehouse, playing a Stock match is impractical at best. Normally, we have at least two people waiting to play. While we've had Stock matches last over 15 minutes, a Time match allows more people to play with our limited time. Time match has the added bonus of keeping everyone in the action, as opposed to people hiding when they have one life left in Stock match.

—TOM "SHIELDING" EBERSPECHER

I'll concede that, in the interest of time and varying skill levels, Time matches are a fine solution. However, they're useless for players interested in playing at the highest skill level. Time matches are spam free-for-alls, where a select group of characters with good crowd-clearing moves routinely win, and hunting the weak is encouraged. In a Time match, you can run from me and still win. In a Stock match, you're going to have to face me eventually . . . and you'll lose.

—NATE "CODE" BIHLDORFF

Looking Ahead

Unless you've been living under a rock, you know that Mr. Iwata (producer of Melee and current president of Nintendo) announced a Wi-Fi-capable Smash Bros. game that will launch simultaneously with Nintendo's next-gen hardware. Though no other details have been made public yet, fans around the world are already ecstatic. "I think having a Wi-Fi Smash Bros. game has been a dream of all Smash players, and it will allow for even more tournament options," says Tilton.

> **"I think having [a Wi-Fi] Smash Bros. game has been a dream of all Smash players."**
>
> —Ricky Tilton

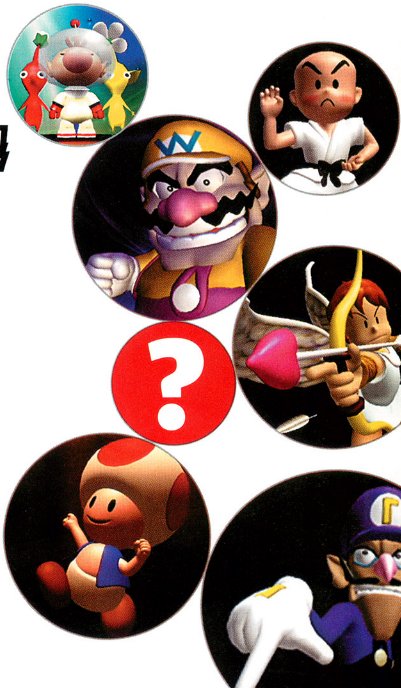
Smash fans have been waiting a long time for a new game. Why haven't we seen a GCN sequel? Nate Bihldorff sums this up well: "You know, a game that's as good as Smash Bros. comes out, and you know that [Nintendo] could just churn out another sequel really quick, with a couple more characters, and achieve really high sales. And as a Smash Bros. player, of course I'd love it . . . but the other part of me really respects waiting until the next great idea takes hold, and the next true evolution of it takes place. And I think that, obviously with the Wi-Fi and with whatever crazy announcement we make with the controller, it's going to be a really amazing game."

The Revolution Smash Bros. game will no doubt be extraordinary. Since details on the game are shy, we figured we'd entertain ourselves with some harmless speculation. In our interviews for this article, we asked everyone what characters they want to see in the next-gen Smash game. Boy, did we open up a floodgate. Opinions on this subject are very strong, and there are so many great Nintendo characters that were not included in SSBM or have existed only post-Melee. SSBM offers 25 playable characters in the game (not including Sheik). But in such a highly customizable game, we say the more the merrier!

Wario and Toad came out at the top of the most-wanted list. Other characters our interviewees want to see include Waluigi, the Hammer Bros., Captain Olimar, Dark Samus, Diddy Kong, Grit from Advance Wars, Fawful from Mario & Luigi: Superstar Saga, Poo from EarthBound, Pit from Kid Icarus, Bald Bull from Punch-Out!!, Ike from upcoming Fire Emblem: Path of Radiance, anyone from the Paper Mario world and non-Nintendo characters such as Sonic. There were very specific requests, too, such as a vacuum-wielding Luigi and Deku Scrub Link. And while we're sure there will be many surprises in the new Smash game, all we can do is cross our fingers and wait.

> **"I want to see Wario, definitely."**
>
> —Nate Bihldorff

Fancy Falcon: Falcon in his pink outfit.
Fight Club: The underground area on the Hyrule Temple stage. Named so because battles there tend to produce disproportionately high damage totals. Those who flee Fight Club midmatch are shamed.
Grabby McGrabberton: Any player who grabs and throws players a lot.
Hug to Death: Captain Falcon's Up+B move—he grabs a player and explodes off of him.
Poach: To steal someone else's KO. Poachers make their living in Time matches.
Poop: Yoshi's egg-laying move.
Publisher's Clearinghouse: When one player KOs all three of the other players with a single attack.
Pwah/Poing/Pwang: Used as a verb for what Jigglypuff does to you when it passes out on you. Named after the noise it makes.
Scraah!: Link's spin attack. Popular among spammers.
Shine: A term that signifies Fox's Down+B move.
Spamming/Stale Moves: Using the same move over and over again.
Turtle!!!: A prayer sent up by those doomed to land in the waters of Great Bay, hoping that the turtle will rise to save them.
Wedding Marth: Marth in his white outfit.

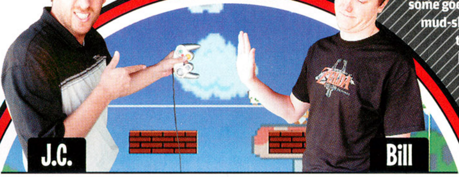


SMASH DEBATE

The Smash vets in the Treehouse are not above some good ol'-fashioned mud-slinging. Witness two of 'em going head to head on the subject of C Stick Smashing.

"If C-Sticking is wrong, I don't wanna be right."

C Stick vs. Manual



So I use the C Stick to put the smack down during a melee; what's the problem? While the self-titled "purists" whine that C Stick use provides an unfair advantage, the complaints only arise when they're losing a match. The GameCube controller was designed to make gameplay enjoyable for everybody, and I don't know about you, but I have much more fun when I'm winning. What good is "artful" play if you're watching from the sidelines during the next match?

—J.C. Smith
aka "The C-Stick Bandit"

I fully support use of the C Stick by first-time players who either don't understand the controls for doing A moves, or are simply incapable of competing at the same level as their opponents. That is what the C Stick is there for, and that is why J.C. uses it. Without it, he would never win a match. The C Stick is simply an aid for inexperienced players who need it. If you don't need it, you should be ashamed of using it.

—Bill "Duck" Trinen

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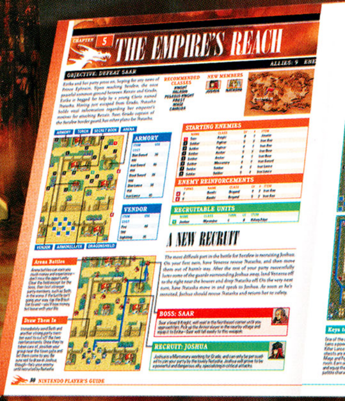

CHAPTER 5 THE EMPIRE'S REACH

OBJECTIVE: DEFEAT SAAR

RECOMMENDED CLASSES

NEW MEMBERS

ARMORY

VENDOR

STARTING ENEMIES

ENEMY REINFORCEMENTS

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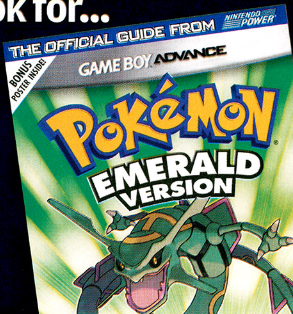
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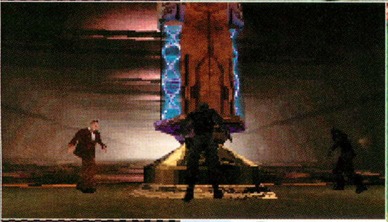
REVIEWS

In-depth reviews of the latest games

The spotlight is on Madden NFL 06. Does QB Vision Control pass muster?

84
Is the first full-fledged FPS for the DS golden? We eye EA's effort.



Cliff

I'm looking for a direction in my life. It's very difficult.

+ more reviews and our top 5 game collections.

REVIEW ARCHIVES BEGIN ON PAGE 86

83
Namco introduces a new video game star.

85
Learn how far Nanostray strays from the space-shooter formula.

COMPETITION SHMOPETITION

MADDEN CRUISES

MADDEN NFL 06

RATING: 9.0

PLATFORM: **NINTENDO GAMECUBE**
PUBLISHER: **ELECTRONIC ARTS**
DEVELOPER: **EA TIBURON**
ESRB: **EVERYONE**

Every time a new Madden game comes out, I wonder what EA can possibly do to make it better next year. It always seems like the franchise has gone as far as it can and created the most authentic NFL experience possible. Yet each new game, almost without fail, improves on the last in some significant ways. Though it stumbles in a couple of areas, Madden NFL 06 is no exception. In fact, it might be the most substantial upgrade we've seen in quite some time.

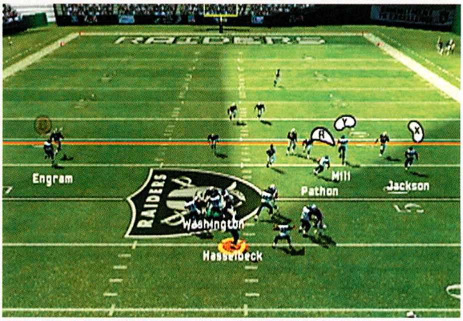
While last year's game focused primarily on better defense, the 06 edition makes the biggest strides in the passing game. As you throw the ball, you can now tilt the Control Stick to lead your receiver in the corresponding direction. If a defender is covering on the outside, for instance, you can throw the ball inside where only your receiver can get to it. The developers have also added smart routes; before the snap, you can tell a receiver to run his route to the first-down marker. The most drastic modification, however, is Quarterback Vision Control. A highlighted cone (which you can move with the C Stick) represents your quarterback's field of vision, and if you pass to a receiver outside the cone, your throw will be less accurate. Though EA tries to claim this doesn't make passing more difficult, it does by virtue of being more realistic. As you drop back in the pocket, you'll have to look to your primary receiver, then quickly scan the rest of the field for an open man if the first guy is covered. And since the defense can see where your QB is looking, you're forced to pay greater attention to your routes so you can hit your receiver when he makes his cut. Not only does this new system represent the real sport more accurately, it also balances the ground and air attacks a bit better.

The other big addition, NFL Superstar mode, isn't quite as successful. In it, you live the life of an NFL player both on and off the field. You begin by randomly selecting your parents (whose attributes affect your stats), determining your player's appearance, signing with an agent and taking an IQ test. You then enter the draft and begin your career. It's a promising concept with a couple of problems. First, you have no control over which team drafts you. That may be realistic, but die-hard Vikings fans probably won't be too happy when they're drafted by the Cardinals. Second, the mode is intended to appeal to casual Madden players, but your superstar typically begins on the bench. He's not worthy of a starting spot until the second or third season, and I wonder how many casual players will have the patience to wait that long. And for Madden vets like me, the off-the-field stuff just isn't compelling enough to draw me away from Franchise mode (which is as terrific as ever).

A couple of other nits to pick: when you change players on defense, the game still switches to the player who's simply closest to the ball carrier instead of the one with the best angle to make the tackle. Also, EA has plastered the phrase "Exclusive NFL License" everywhere (including on the title screen), which just seems tacky and unnecessary.

Despite my curmudgeonly grumblings, the good far outweighs the bad. In addition to the vastly improved passing game, there are tons of new player animations, the AI is smarter than ever, and there are even more ways to adjust each play before the snap (including formation-specific audibles). If you're ready for some football, this may be the only game in town, but it's still championship material. —**STEVE T.**

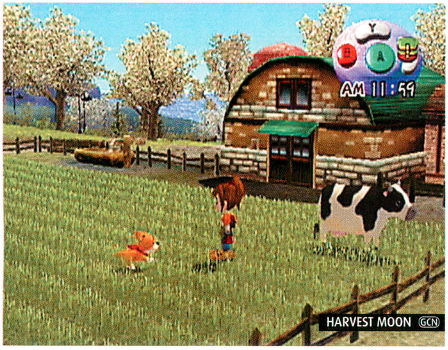
They just had to add precision passing after Randy got traded.



COUNTERPOINT

RATING: 8.0

The Madden NFL series is iconic. It's the Chrysler building, the Golden Gate Bridge of sports games, and for years it's been a link to the NFL for casual football fans. We learn about the sport—the teams, the players—and imagine ourselves pros all in the comfort of our homes while enjoying the cold beverage of our choice. Madden NFL 06's QB Vision Control tries to make the passing game more authentic, but it stands a chance of shutting out armchair quarterbacks to satisfy real ones. It seems to be designed specifically for Donovan McNabb or Peyton Manning. Who else would have the composure and scrambling skills to move the cone to the open guy (an activity that takes several seconds) and fire with linebackers breathing down their necks? No one. I've had success throwing to the default receiver, but when I try to move the cone, then pass, either I get sacked or I throw an interception. You need to have had a good breakfast and studied game film to take full advantage of this feature. The rest of the game is as good as it's ever been—fun and fairly easy to play. You can't fault the developers for trying something new, but we're dealing with an icon here, folks. You don't want to mess it up. —**GEORGE S.**



HARVEST MOON (GCN)

HARVEST MOON: ANOTHER WONDERFUL LIFE

RATING: 7.5

PLATFORM: **Nintendo GameCube**
PUBLISHER: **Natsume**
DEVELOPER: **Marvelous Interactive Inc.**
ESRB: **Everyone**

As Harvest Moon grew up and entered the realm of 3-D with last year's A Wonderful Life, it also became more realistic and less mechanical. I've always quite enjoyed the repetitive nature of Harvest Moon games, so a more natural world was hard for me to embrace. At the same time, A Wonderful Life had the most-interesting characters of any HM game to date. That aspect is carried over in Another Wonderful Life, a remake of the original GCN game but now with a girl as the main character. Whether you're male or female, you'll be both fascinated and creeped out by Forget-Me-Not Valley's bizarre inhabitants. In addition, the remake has some minor improvements, including the ability to continue playing from where the previous game ended. —**Andy M.**

WRITERS' BLOCK

WHAT'S YOUR SUMMER GAMING RITUAL?

Video games. How we love 'em. Even when the weather's warm and the barbeque is sizzling, NP's reviewers make time to play games. So, what are our reviewers playing this summer and how is summer gaming different from playing in other seasons? We pondered. They responded.

STEVEN GRIMM

My tower of console power sits in the least airy room in Casa Grimm. Since I don't like to game in my own stink, portable games (Meteos for the DS and the GBA's new Fire Emblem) will be my whole life in hella hot August.

CHRIS SHEPPERD

My apartment gets hot enough to bake meatloaf in the summer, so I'm usually outdoors with my GBA (or DS, now). I then stock up on the best fall releases for the rainy Seattle winters when there's nothing to do.

ANDY MYERS

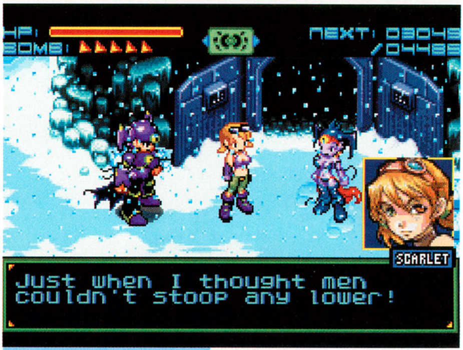
My gaming habits don't change dramatically from season to season, but you might catch me playing a bit more Tony Hawk than usual during the summer. Playing Hawk at least lets me pretend I'm outside.

GEORGE SINFIELD

Before I watch the Seattle Mariners play, I play the day's game in an MVP Baseball season. It allows me to scout the players on the other team. And who knows? My victory might be contagious for the home nine.

STEVE THOMASON

I typically don't like to play games at home until it's dark outside (I know, I'm weird), so the later sunsets during the summer result in my staying up a lot later than I should. Stupid ball of fire in the sky.



Just when I thought men couldn't stoop any lower!

WORLDS COLLIDE, SPARKS FLY!

FUSION ENERGY

SIGMA STAR SAGA

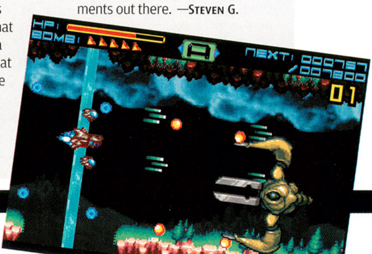
RATING: 8.5

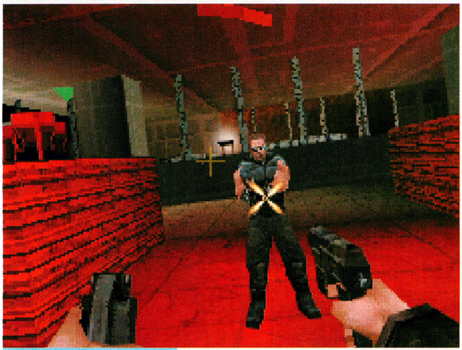
PLATFORM: **Game Boy Advance**
PUBLISHER: **Namco**
DEVELOPER: **WayForward**
ESRB: **Everyone 10+**

Interspecies heat. Symbiotic spacecraft. And more Cyclopean eyeballs than you can shake a stick at. With its deliriously imaginative world, Sigma Star Saga takes on the oft-botched sci-fantasy genre. Fortunately, the big brains at WayForward are on the job. Like Shantae (its genie GBC game), SSS has great characters, a smart story and good-humored sensuality (but no belly dancing).

Yes, the RPG side of this game is in great hands as it tells the crazy story of Recker, an Earth pilot who's jettisoned into space in the hopes that the Krill—a warmongering people at war with Earth—will find and enslave him. From there, his orders are to win Krill trust by rising through the ranks as a space jockey, all to pry loose details of a superweapon. But as the pilot gets to know his captors, Recker learns that the Krill are just cogs in a corrupt machine—and that Earth command might be just as calculating. What separates SSS from sci-fi tripe is this shades-of-gray plot. Well, that and the girl-on-girl jealousy that boils over when the half-clad Krill, Psyme, and a castaway Earth scientist, Scarlet, become part of SSS's bizarre love triangle. Nothing like a catfight to keep a war tale from getting too serious.

But SSS can stray off course during battles. Like many RPGs, the game has random battles, but it goes where no RPG has gone before—into space for shooter levels. And very often! Before you reach the next save spot, you'll likely be beamed up 30 times. The variety keeps the interruptions from becoming unwelcome, as does the Gun Data system. In your travels, you'll collect data for altering three aspects of your firepower: cannon orientation (28 modes, from downward spray to twin blast nodes that ride on your sides); bullet type (20, such as tri-blasts and bouncing energy); and impact effect (28, including napalm residual). The problem is that, like the variety of foes and flight paths, your craft is random. If you get a speedy one, you'll be fine. But if bad luck puts you in "the tugboat" against fast ships, you're screwed, no matter what your Gun Data settings are. This situation is rare, but battles occur so often it can kill a half hour of progress—a nagging flaw in one of the most daring GBA experiments out there. —**Steven G.**





ROGUE AGENT UNDER FIRE

WHERE'S THE LOVE?

GOLDENEYE: ROGUE AGENT

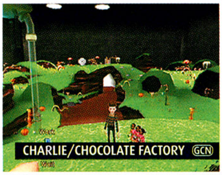
RATING: 6.0

PLATFORM: NINTENDO DS
PUBLISHER: ELECTRONIC ARTS
DEVELOPER: EA TIBURON
ESRB: TEEN

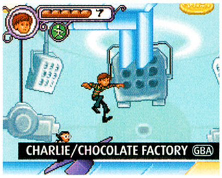
With Metroid Prime Hunters still a few months out, DS owners may be tempted to turn to GoldenEye: Rogue Agent to satisfy their first-person-shooter cravings. Rogue Agent is a re-creation of the GCN title, and uses the same story and similar level structure. Some of the unique gameplay elements of the GCN GoldenEye are in the DS version, including the main character's vision abilities and the option to use enemies as shields. These elements do not, however, play a very big a role in the gameplay. Basically, you're left with a run-of-the mill first-person shooter. And though no standard has yet been set for a full-length DS FPS, GoldenEye misses the mark on many levels.

First off, the game is just too short. Clearly a lot of effort has gone in to the expansive multiplayer mode (including seven-player single-card download play), but it's no excuse for the length of the single-player campaign, which can be completed in less than five hours. The game also has some problems with hit detection and enemy AI, both of which are killers to an FPS. But GoldenEye's most apparent fault is its lack of creativity. The levels couldn't be more linear, and every scenario is repeated throughout, leaving no memorable moments for gamers to chew on. For instance, every time you unlock a door, you're thrown into a game of Simon (not a game *like* Simon—it literally *is* Simon) in which you have to memorize a sequence on a four-color pad and repeat it using the touch screen. You're forced to play the minigame over and over, and with the exception of adding one or two steps to the sequence, it never changes. Even the game's final task on the last level requires completing the same minigame. You'd think an evil genius would protect his most powerful weapon with something a little more complicated than a quick Simon session.

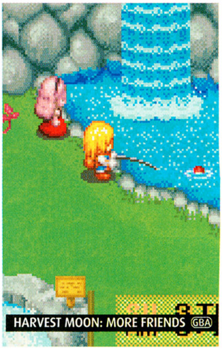
For all its faults, though, GoldenEye does give us a glimpse of the DS's wondrous capabilities. The graphics are amazing, the load times are fairly fast and the character control is solid. EA offers four control schemes (strangely enough, the default option is the most awkward), and lets you dramatically adjust the sensitivity of the stylus. With a little more depth and developer love, this could have been a top DS title. —ANDY M.



CHARLIE/CHOCOLATE FACTORY GCN



CHARLIE/CHOCOLATE FACTORY GBA



HARVEST MOON: MORE FRIENDS GBA

CHARLIE AND THE CHOCOLATE FACTORY

RATING: 2.5

PLATFORM: NINTENDO GAMECUBE
PUBLISHER: GLOBAL STAR SOFTWARE
DEVELOPER: HIGH VOLTAGE SOFTWARE
ESRB: EVERYONE

What fascinates people about the story *Charlie and the Chocolate Factory* is its seemingly utopian locations, contrasted with the sinister events that take place within. Somehow, the recent Charlie and the Chocolate Factory GCN game manages to switch these notions, and the effect is disastrous. Instead of a place where one might actually want to go, the settings for the game are dark and uninviting, and Willie Wonka and the Oompa-Loompas have lost all of their quirky, mysterious behavior, making them annoyingly gleeful. The last-generation graphics and physics, as well as the difficult-to-control camera only worsen the experience. The prerendered cinema scenes and decent musical score help to offset the otherwise atrocious production quality, but these elements aren't enough to forgive the damage done to such a popular franchise. —CHRIS S.

CHARLIE AND THE CHOCOLATE FACTORY

RATING: 3.5

PLATFORM: GAME BOY ADVANCE
PUBLISHER: GLOBAL STAR SOFTWARE
DEVELOPER: DIGITAL ECLIPSE
ESRB: EVERYONE

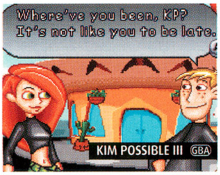
It's sad to see Charlie and the Chocolate Factory getting such warmed-over treatment. At least the title breaks away from the typical platformer model by adding puzzle elements involving the Oompa-Loompas. But the game lacks any real challenge—you can futz around with ordering the Oompa-Loompas to do your bidding in virtually any order, and you can't really mess up. If the game was made harder by having a time requirement or more difficult enemies to negotiate, it could be very solid. Better attention to the source material and better presentation could have made this game more palatable, as well. —CHRIS S.

HARVEST MOON: MORE FRIENDS FROM MINERAL TOWN

RATING: 8.5

PLATFORM: GAME BOY ADVANCE
PUBLISHER: NATSUME
DEVELOPER: MARVELOUS INTERACTIVE
ESRB: EVERYONE

Though I consider myself a fan of the Harvest Moon series, it's hard to put a finger on what makes its games so likeable. You perform the same tasks over and over again, just waiting for a plant to sprout, an animal to give birth, or a friend to gain affection for you. More Friends of Mineral Town, a remake of 2003's Friends of Mineral Town that's geared toward girls, plays out much like its predecessor, but with a few improvements and new characters. It's an enjoyable experience even if you've already played through the original. There are so many things to do, and your hand is never forced. You work at your own pace, relishing the great depth of the RPG-influenced system while harvesting crops, wooing a mate, raising animals and performing about a million other tasks. Harvest Moon games are not for everyone, nor are they all good. But this one is, as long as you have the patience to savor the experience. —ANDY M.



JAMES POND GBA

SONIC GEMS GCN

DISNEY'S KIM POSSIBLE III: TEAM POSSIBLE

RATING: 6.5

PLATFORM: **Game Boy Advance**
PUBLISHER: **Disney Interactive**
DEVELOPER: **A2M**
ESRB: **Everyone**

The same type of character-switching teamwork that played a big part in Disney's Lion King 1 1/2 and Brother Bear works as the gameplay baseline in Kim Possible's third GBA outing. Kim and her pal Ron Stoppable take turns exploring three huge areas on their way to thwarting the likes of Monkey Fist and Señor Senior. While Kim can swing from poles, perform wall jumps and grapple, Ron uses rollerskates and rocket boots to traverse the environment. The first area is designed for fairly linear exploration, with some character switching and backtracking, but navigation becomes quite a bit more complex as the game progresses, and the characters take different routes through the environments. Although Ron has a supercharged attack, fighting is the weakest part of the game, consisting of single-move bouts against predictable enemies. —George S.

JAMES POND CODENAME ROBOCOD

RATING: 4.0

PLATFORM: **Game Boy Advance**
PUBLISHER: **Valcon Games**
DEVELOPER: **Creature Labs**
ESRB: **Everyone**

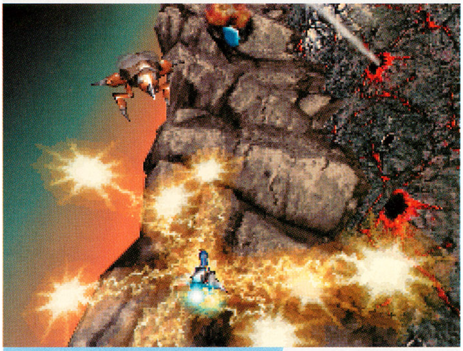
When James Pond appeared on the video game scene in the early '90s, side-scrolling games with brightly colored fantasy-themed environments were commonplace. But games have grown up in the last decade, the Christmas-elf-saving fish seems curiously out of place while hopping on platforms shaped like sporting goods and stuffed animals. It's a nostalgic return to an era that many players would rather forget than relive. Also, despite the game's title, the 007 references are light at best. Pond's nemesis is Dr. Maybe (a nod to James Bond's Dr. No) and the fishy agent uses items, such as wing attachments and a stretching suit to explore, but that seems more like Inspector Gadget territory than the realm of James Bond. Players new to platformers will enjoy the game's simplicity, but advanced players are better off with a Mario or Sonic title. —George S.

SONIC GEMS COLLECTION

RATING: 8.5

PLATFORM: **Nintendo GameCube**
PUBLISHER: **Sega** DEVELOPER: **Various**
ESRB: **Everyone**

At $30, Sonic Gems Collection is worth the price of admission for Sonic CD alone. If you're a fan of Sega's speedy hedgehog (or 2-D platformers in general) and have never played that particular game, you're in for a real treat. It's quite possibly the pinnacle of the entire series. For hard-core completists, this compilation is a must-have because it's the only way to add Sonic the Fighters to your collection without buying an expensive arcade cabinet. Neither Sonic R nor any of the six Game Gear titles included on the disc is anything special, but they round out the package nicely. You can also unlock Vectorman and its sequel (see page 40 to find out how), which is a cool bonus. Why didn't we get Streets of Rage like the Japanese version, though? —Steve T.



IN SPACE NO ONE CAN HEAR YOU EXPLODE.

STRAIGHT SHOOTER

NANOSTRAY

RATING: 8.0

PLATFORM: **Nintendo DS**
PUBLISHER: **Majesco**
DEVELOPER: **Shin'en**
ESRB: **Everyone**

After you're done being dazzled by Nanostray's extraordinarily beautiful 3-D backgrounds and sleek spaceships, the next thing about the game that will hit you is just how freakin' hard it is. From the start until your inevitable demise, you're bombarded with pulses, lasers, explosives and stray enemies from all angles with absolutely no breaks. Ever. The enemies theoretically come in waves, but since the waves overlap, it's a constant barrage. There's no time to zone out and enjoy the scenery. No time to look at the radar display on the lower screen. No time to experiment with your ship's four main weapons. You have to focus and keep shooting.

The game's eight levels are short (about four minutes each), giving you a breather after you've defeated each boss. Even though the main Adventure mode is brief, the game has plenty of replay value due to three difficulty levels and 22 challenges that revisit areas under new conditions.

The Valor bonus (one of several conditions that determine your letter grade after each mission) rewards you for not using the ship's auto-fire feature and a tractor beam that sucks in score- and secondary-weapon-boosting coins. So, even after you've completed each area, you have good reasons to play again.

My beef with gameplay is the absence of energy-reviving items. Your ship can take a set-in-stone number of hits (six in Normal difficulty) before it explodes—no chance for survival, save for avoiding projectiles. The lack of energy pickups takes away energy-management strategies that are commonplace in space shooters. Also your ship (the SHN-2K5) has alternate weapons (and a superpowered secondary weapon for each alternate), but there's no compelling reason to fumble for the touch controls that switch weapons, because the default is stronger and more versatile than the others.

Overall, the game is a great introduction to space shooting for the DS and a worthy successor to Shin'en and Majesco's Iridion games for the GBA. —George S.

SHIPS
005
ENERGY
033

[ARCHIVE]

THE DS DELIVERS

The Nintendo DS was responsible for a lot of buzz at E3, and recent releases have caused a commotion, too. The two highest-rated additions to the archives are Meteos (9.0) and Kirby: Canvas Curse (also 9.0). Solid gameplay and creative use of the touch screen make both games worth a try.

TITLE	SCORE	PLAT.	PUBLISHER	VOL.	ESRB
The Adventures of Jimmy Neutron Boy Genius: The Attack of the Twonkies	4.0	GCN	THQ	186	E
Alien Hominid	6.5	GCN	O~3	187	T
Amazing Island	5.5	GCN	Sega	184	E
Animaniacs: The Great Edgar Hunt	3.0	GCN	Ignition	190	E
Bad Boys: Miami Takedown	2.5	GCN	Empire Interactive	185	M
Baten Kaitos: Eternal Wings and the Lost Ocean	9.0	GCN	Namco	187	T
Batman Begins	6.5	GCN	Electronic Arts	194	T
Cabela's Big Game Hunter 2005 Adventures	4.5	GCN	Activision	189	T
Call of Duty: Finest Hour	7.0	GCN	Activision	187	T
Catwoman	4.5	GCN	Electronic Arts	184	T
Def Jam: Fight for NY	7.5	GCN	Electronic Arts	186	M
Digimon Rumble Arena 2	6.0	GCN	Bandai	185	T
Digimon World 4	7.0	GCN	Bandai	193	E
Donkey Kong Jungle Beat	9.0	GCN	Nintendo	191	E 10+
Donkey Konga	8.5	GCN	Nintendo	185	E
Donkey Konga 2	7.5	GCN	Nintendo	192	T
Dragon Ball Z: Budokai 2	5.0	GCN	Atari	188	T
Dragon Ball Z: Sagas	5.5	GCN	Atari	192	T
Dreamworks' Shark Tale	4.5	GCN	Activision	185	E
The Fairly OddParents!: Shadow Showdown	4.5	GCN	THQ	185	E
Fantastic Four	6.0	GCN	Activision	194	T
FIFA Soccer 2005	8.5	GCN	Electronic Arts	186	E
FIFA Street	6.0	GCN	Electronic Arts	191	E
Fight Night: Round 2	8.0	GCN	Electronic Arts	191	T
GoldenEye: Rogue Agent	5.5	GCN	Electronic Arts	188	T
The Incredibles	7.0	GCN	THQ	186	T
Intellivision Lives!	3.0	GCN	Crave	187	E
international golf and tennis	3.0	GCN	Ignition	193	E
Killer 7	8.5	GCN	Capcom	193	M
King Arthur	4.5	GCN	Konami	187	T
Knights of the Temple	5.0	GCN	Aspyr	194	M
Lemony Snicket's A Series of Unfortunate Events	7.0	GCN	Activision	188	E
The Lord of the Rings: The Third Age	6.5	GCN	Electronic Arts	187	T
Lotus Challenge	1.5	GCN	Ignition	183	E
Madagascar	6.0	GCN	Activision	194	E 10+
Madden NFL 2005	9.0	GCN	Electronic Arts	184	E
Mario Party 6	7.5	GCN	Nintendo	188	E
Mario Power Tennis	7.0	GCN	Nintendo	187	E
MC Groovz: Dancecraze	5.0	GCN	Mad Catz	189	E
Medal of Honor: European Assault	8.0	GCN	Electronic Arts	194	T
Mega Man X: Command Mission	6.5	GCN	Capcom	186	E
Metroid Prime 2 Echoes	9.5	GCN	Nintendo	187	T
Midway Arcade Treasures 2	7.5	GCN	Midway	188	M
Mortal Kombat: Deception	7.5	GCN	Midway	191	M
MVP Baseball 2005	9.0	GCN	Electronic Arts	191	E
NASCAR 2005: Chase for the Cup	7.5	GCN	Electronic Arts	185	E
NBA Live 2005	7.5	GCN	Electronic Arts	186	E
NBA Street V3	7.5	GCN	Electronic Arts	190	E
NCAA Football 2005	9.0	GCN	Electronic Arts	183	E
Need for Speed Underground 2	7.5	GCN	Electronic Arts	188	E
NFL Street 2	7.0	GCN	Electronic Arts	189	E
NHL 2005	7.0	GCN	Electronic Arts	186	E
Paper Mario: The Thousand-Year Door	9.0	GCN	Nintendo	186	E
Phantasy Star Online: Episode I & II Plus	5.5	GCN	Sega	184	T
Pikmin 2	9.5	GCN	Nintendo	184	E
Pinball Hall of Fame	4.5	GCN	Crave	189	E
The Polar Express	5.0	GCN	THQ	187	E
Power Rangers: Dino Thunder	5.0	GCN	THQ	186	E
Prince of Persia: Warrior Within	9.0	GCN	Ubisoft	188	M
Rave Master	5.0	GCN	Konami	192	T
Resident Evil 4	10.0	GCN	Capcom	189	M
Robots	5.0	GCN	VU Games	190	E
Scaler	6.5	GCN	Global Star	188	E
Second Sight	9.5	GCN	Codemasters	185	T
Spider-Man 2	7.5	GCN	Activision	183	T
The SpongeBob SquarePants Movie	7.0	GCN	THQ	186	E
Spyro: A Hero's Tail	5.5	GCN	VU Games	187	E
SRS: Street Racing Syndicate	7.5	GCN	Namco	185	T
Star Fox: Assault	8.0	GCN	Nintendo	189	T
Strike Force Bowling	4.5	GCN	Crave	190	E
Tak 2: The Staff of Dreams	8.0	GCN	THQ	186	E
Tales of Symphonia	9.5	GCN	Namco	183	T
Teenage Mutant Ninja Turtles: Mutant Melee	3.0	GCN	Konami	192	T
Teenage Mutant Ninja Turtles 2: Battle Nexus	4.0	GCN	Konami	186	T
Terminator 3: The Redemption	7.5	GCN	Atari	185	T
Tiger Woods PGA Tour 2005	8.5	GCN	Electronic Arts	186	E
TimeSplitters: Future Perfect	8.5	GCN	Electronic Arts	191	M
Tom Clancy's Ghost Recon 2	4.5	GCN	Ubisoft	192	T
Tom Clancy's Splinter Cell: Chaos Theory	8.0	GCN	Ubisoft	192	M
Tom Clancy's Splinter Cell: Pandora Tomorrow	8.0	GCN	Ubisoft	183	T
Tony Hawk's Underground 2: World Destruction Tour	7.5	GCN	Activision	186	T
Trigger Man	1.0	GCN	Crave	186	T
Ty the Tasmanian Tiger 2: Bush Rescue	5.0	GCN	Electronic Arts	186	E
The Urbz: Sims in the City	7.0	GCN	Electronic Arts	187	T
Viewtiful Joe 2	9.0	GCN	Capcom	187	T
Virtua Quest	5.5	GCN	Sega	189	T
WWE: Day of Reckoning	8.0	GCN	THQ	185	T
X-Men Legends	8.0	GCN	Activision	186	T
Zoids: Battle Legends	3.5	GCN	Atari	185	T
Asphalt Urban GT	6.5	DS	Ubisoft	188	E
Bomberman	7.0	DS	Ubisoft	194	E
Feel the Magic: XY/XX	9.0	DS	Sega	188	T
Kirby: Canvas Curse	9.0	DS	Nintendo	194	E
Madagascar	7.0	DS	Activision	194	E
Madden NFL 2005	7.5	DS	Electronic Arts	188	E
Meteos	9.0	DS	Nintendo	194	E
Mr. Driller: Drill Spirits	7.0	DS	Namco	188	E
Need for Speed Underground 2	6.0	DS	Electronic Arts	193	E
Pac-Pix	8.0	DS	Namco	192	E
Ping Pals	5.0	DS	THQ	188	E
Pokémon Dash	5.0	DS	Nintendo	191	E
Polarium	7.5	DS	Nintendo	192	E
Puyo Pop Fever	6.0	DS	Atlus	193	E
Rayman DS	6.5	DS	Ubisoft	191	E
Retro Atari Classics	5.0	DS	Atari	191	E
Ridge Racer DS	7.0	DS	Namco	188	E
Robots	4.5	DS	VU Games	190	E
Spider-Man 2	6.5	DS	Activision	188	E
Splinter Cell: Chaos Theory	8.0	DS	Ubisoft	194	T
Sprung	7.5	DS	Ubisoft	188	T
Star Wars Episode III: Revenge of the Sith	8.0	DS	Ubisoft	193	E10+

REVIEWER NOTES

TONY HAWK'S PRO SKATER 3

The last of the THPS games based on what Neversoft now calls Classic mode is a great skate with no overhead. There's no story, no searching for missions, no *Jackass*-style antics—just skating in some of the best grinding locations ever. Skater's Island still tops my list. —George S.

>BOMBERMAN

Eight-player matches with one game card? DS Download Play has never been so sweet. The card owner can serve up 30 arenas and choose lots of battle options (like mic-controlled detonation!).

—Steven G.

KIRBY: CANVAS CURSE

Though his DS gameplay has loads of visual cotton candy, which Kirby's new fans will eat up, Canvas Curse has so much innovation that it's like a steak dinner for old fans who've wanted Kirby to transform platformers all over again. And using only the stylus to make the hero do his classic moves puts him back at the top of his game. —Steven G.

>BEYOND GOOD & EVIL

In the cloud of endless sequels and tired genres, Beyond Good & Evil shines like a beacon. Game developers everywhere can see that originality and creativity can exist and be successful.

—Chris S.

TITLE	SCORE	PLAT.	PUBLISHER	VOL.	ESRB
Super Mario 64 DS	8.5	DS	Nintendo	188	E
Tiger Woods PGA Tour 2005	8.0	DS	Electronic Arts	188	E
The Urbz: Sims in the City	7.5	DS	Electronic Arts	188	E
WarioWare: Touched!	9.0	DS	Nintendo	190	E
World Championship Poker: Deluxe Series	5.0	DS	Crave	192	E
Yoshi Touch & Go	7.0	DS	Nintendo	191	E
Zoo Keeper	4.5	DS	Ignition	189	E
Ace Combat Advance	4.0	GBA	Namco	190	E
Advance Guardian Heroes	7.5	GBA	Ubisoft	185	E
The Adventures of Jimmy Neutron Boy Genius: The Attack of the Twonkies	4.0	GBA	THQ	185	E
Animaniacs: Lights! Camera! Action!	4.5	GBA	Ignition	190	E
Around the World in 80 Days	4.0	GBA	Hip Interactive	184	E
Astro Boy: Omega Factor	9.0	GBA	Sega	184	E
Backyard Basketball	4.5	GBA	Atari	186	E
Banjo Pilot	7.0	GBA	THQ	189	E
Batman Begins	5.5	GBA	Electronic Arts	194	T
Boktai 2: Solar Boy Django	7.5	GBA	Konami	185	T
Cabela's Big Game Hunter 2005 Adventures	2.0	GBA	Activision	188	T
Cartoon Network Block Party	3.0	GBA	Majesco	185	E
Catwoman	5.5	GBA	Electronic Arts	183	T
Classic NES Series Castlevania	8.5	GBA	Nintendo	186	E
Classic NES Series Dr. Mario	7.0	GBA	Nintendo	186	E
Classic NES Series Metroid	8.0	GBA	Nintendo	186	E
Classic NES Series Zelda II: The Adventure of Link	7.0	GBA	Nintendo	186	E
Codename Kids Next Door—Operation S.O.D.A.	4.5	GBA	Global Star	187	E
Crushed Baseball	2.5	GBA	Summitsoft	186	E
Dead to Rights	5.0	GBA	Destination	187	T
Digimon Racing	5.5	GBA	Bandai	184	E
Disney's Herbie: Fully Loaded	5.5	GBA	Disney Interactive	194	E
Disney's Magical Quest 3 Starring Mickey & Donald	5.5	GBA	Capcom	194	E
Donkey Kong Country 2	6.5	GBA	Nintendo	187	E
Dragon Ball Z: Buu's Fury	7.0	GBA	Atari	185	E
DreamWorks' Shark Tale	4.5	GBA	Activision	185	E
Duel Masters: Kaijudo Showdown	4.0	GBA	Atari	187	E
Elf	2.0	GBA	Crave	187	E
F/A 18F: Super Hornet	3.5	GBA	Majesco	188	E
F-Zero—GP Legend	7.5	GBA	Nintendo	185	E
The Fairly OddParents!: Shadow Showdown	4.0	GBA	THQ	186	E
Fantastic Four	6.5	GBA	Activision	194	E 10+
Fear Factor Unleashed	3.0	GBA	Hip Interactive	187	T
FIFA Soccer 2005	7.0	GBA	Electronic Arts	186	E
Final Fantasy I & II: Dawn of Souls	8.5	GBA	Square Enix	187	E
Finding Nemo: The Continuing Adventures	3.5	GBA	THQ	186	E
Fire Emblem: The Sacred Stones	9.0	GBA	Nintendo	193	E
Golden Nugget Casino	2.0	GBA	Majesco	188	E
Grand Theft Auto Advance	7.5	GBA	Rockstar	186	M
Gundam Seed: Battle Assault	5.0	GBA	Bandai	186	T
Hamtaro: Ham Ham Games	7.0	GBA	Nintendo	183	E
Hot Wheels: Stunt Track Challenge	6.0	GBA	THQ	188	E
Hugo: The Evil Mirror	3.0	GBA	Namco	192	E
The Incredibles	6.0	GBA	THQ	186	E
It's Mr. Pants	6.5	GBA	THQ	187	E
Kill.Switch	6.0	GBA	Destination	185	T
Killer 3-D Pool	4.0	GBA	Destination	192	E
Kim Possible 2: Drakken's Demise	5.0	GBA	Disney	183	E
Kingdom Hearts: Chain of Memories	7.5	GBA	Square Enix	188	E
Kirby & The Amazing Mirror	8.0	GBA	Nintendo	186	E
Klonoa 2: Dream Champ Tournament	8.5	GBA	Namco	190	E
The Legend of Zelda: The Minish Cap	9.5	GBA	Nintendo	189	E
LEGO Knights' Kingdom	5.0	GBA	THQ	187	E
LEGO *Star Wars*	6.5	GBA	Eidos	192	E
Lemony Snicket's A Series of Unfortunate Events	6.0	GBA	Activision	186	E
Lilo and Stitch 2: Hamsterviel Havoc	5.5	GBA	Buena Vista	185	E
Lizzie McGuire 2	3.5	GBA	Buena Vista	186	E
The Lord of the Rings: The Third Age	8.0	GBA	Electronic Arts	187	T
Madagascar	7.0	GBA	Activision	194	E
Madden NFL 2005	6.0	GBA	Electronic Arts	184	E
Mario Party Advance	6.0	GBA	Nintendo	191	E
Mario Pinball Land	7.5	GBA	Nintendo	186	E
Mega Man Battle Network 5: Team Colonel & Team Protoman	6.5	GBA	Capcom	194	E
Mega Man Zero 3	7.5	GBA	Capcom	186	E
Metal Slug Advance	8.5	GBA	SNK	188	T
Mighty Beanz Pocket Puzzles	3.0	GBA	Majesco	183	E
Monopoly	5.0	GBA	Destination	188	E
Monster Trucks	3.5	GBA	Majesco	189	E
Mr. Driller 2	5.0	GBA	Namco	193	E
Ms. Pac-Man Maze Madness	6.0	GBA	Destination	185	E
Need for Speed Underground 2	5.0	GBA	Electronic Arts	187	E
Nicktoons: Freeze Frame Frenzy	4.5	GBA	THQ	186	E
Pac-Man Pinball Advance	7.0	GBA	Namco	193	E
Pac-Man World	6.0	GBA	Destination	188	E
Pokémon Emerald	6.5	GBA	Nintendo	192	E
Pokémon FireRed and Pokémon LeafGreen	9.0	GBA	Nintendo	184	E
The Polar Express	5.5	GBA	THQ	187	E
Popeye: Rush for Spinach	5.0	GBA	Namco	193	E
Power Rangers: Dino Thunder	4.0	GBA	THQ	186	E
Racing Gears Advance	7.5	GBA	Orbital Media	189	E
Rapala Pro Fishing	3.5	GBA	Activision	186	E
Rayman: Hoodlum's Revenge	5.5	GBA	Ubisoft	191	E
Riviera: The Promised Land	6.5	GBA	Atlus	194	T
Robots	4.5	GBA	VU Games	190	E
Rugrats: All Grown Up! —Express Yourself	4.0	GBA	THQ	186	E
Scrabble Blast	7.5	GBA	Destination	193	E
SD Gundam Force	5.5	GBA	Bandai	186	E
Shaman King: Legacy of the Spirits—Soaring Hawk/ Sprinting Wolf	3.5	GBA	Konami	191	E
Shaman King: Master of Spirits	7.0	GBA	Konami	184	E
Shrek 2: Beg for Mercy	4.5	GBA	Activision	188	E
Smashing Drive	4.5	GBA	Destination	188	E
The SpongeBob SquarePants Movie	5.0	GBA	THQ	186	E
Star Wars Episode III: Revenge of the Sith	7.0	GBA	Ubisoft	193	E10+
Star Wars Trilogy: Apprentice of the Force	5.5	GBA	Ubisoft	185	E
Strawberry Shortcake: Summertime Adventure	3.0	GBA	Majesco	189	E
Super Army War	6.5	GBA	Atlus	190	T
Teenage Mutant Ninja Turtles 2: Battle Nexus	6.0	GBA	Konami	186	E
Ten Pin Alley 2	2.5	GBA	XS Games	183	E
Texas Hold 'Em Poker	3.0	GBA	Majesco	188	E
That's So Raven	2.0	GBA	Buena Vista	186	E
Thunder Alley	1.5	GBA	XS Games	184	E
Thunderbirds	3.0	GBA	VU Games	186	E
Tokyo Xtreme Racer Advance	3.5	GBA	Crave	193	E
Tony Hawk's Underground 2: World Destruction Tour	6.5	GBA	Activision	186	E
Tron 2.0: Killer Ap	7.0	GBA	Buena Vista	185	E
Ty the Tasmanian Tiger 2: Bush Rescue	4.5	GBA	Electronic Arts	187	E
The Urbz: Sims in the City	7.5	GBA	Electronic Arts	187	E
WarioWare: Twisted!	8.5	GBA	Nintendo	193	E
World Championship Poker	3.5	GBA	Crave	188	E
WWE Survivor Series	3.0	GBA	THQ	187	T
XS Moto	2.0	GBA	XS Games	183	E
Yoshi Topsi-Turvy	7.0	GBA	Nintendo	194	E
Yu-Gi-Oh!: Destiny Board Traveler	2.5	GBA	Konami	188	E
Yu-Gi-Oh!: Reshef of Destruction	4.5	GBA	Konami	183	E
Yu Yu Hakusho: Tournament Tactics	3.0	GBA	Atari	187	E
Zoids: Legacy	4.5	GBA	Atari	185	E

>THE LEGEND OF ZELDA: THE MINISH CAP

For fans of The Legend of Zelda: A Link to the Past, I cannot recommend The Minish Cap more highly. Like Capcom's previous Zelda efforts, this game provides a nostalgic yet entirely new experience.

—Andy M.

TOP 5 CLASSICS COMPILATIONS

With the release of Sonic Gems Collection now imminent, we thought it would be a good time to take a look at the best compilations available for the current platforms.

1. **The Legend of Zelda: Collector's Edition (GCN)**
2. **Sonic Mega Collection (GCN)**
3. **Mega Man Anniversary Collection (GCN)**
4. **Midway Arcade Treasures 2 (GCN)**
5. **Namco Museum (GBA)**

—Steve T.

>*STAR WARS* EPISODE III: REVENGE OF THE SITH

Sith's multiplayer 3-D space-shooter feature is the first of its kind for the DS, and great even in single-player skirmishes versus bots —love the cel-shaded explosions.

—George S.

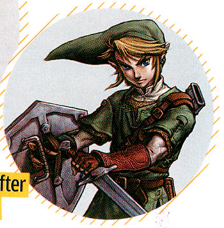
NHL HITZ 20-03

A game's greatness can often be judged by how many hours of your life it has consumed. I started playing NHL Hitz 2003 for GCN (not to be confused with the disappointing NHL Hitz Pro or with the choppy PS2 version) when it launched in September of 2002, and I've been playing it ever since, almost every day. It is the perfect sports game because it never gets old, even when the sport itself does. I'm sure I'll still be enjoying this unsung masterpiece years from now on my backward-compatible Revolution. —Andy M.

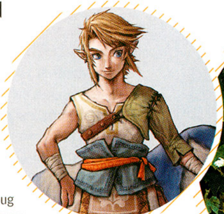
COSPLAY

Find Your Inner Link

In most cases, style and gamers do not go hand in hand. The average game fanatic would be content staying on the couch in his pajamas all day, taking breaks only to use the bathroom or microwave a Hot Pocket. "Cosplayers," however, have an affinity for the style that saturates so many games, especially those in the Final Fantasy and Zelda series, and are willing to sacrifice valuable gaming time to create intricate costumes based on their faves. Who are we to judge?



Twilight Princess Link, after the wind died down.



Cosplay, a term born from the words *costume* and *play*, consists of dressing up and acting like something or someone else, and not just on Halloween. Cosplaying was popularized in Japan, where superfans of anime, manga, video games (and sometimes even musical groups) often re-create the look of the people they idolize. Like many other unique aspects of Japanese culture, cosplaying eventually made its way to North America, and took on a life of its own. Cosplay communities have spread far and wide across the continent, with a massive Web presence and widespread conventions. And the unique styles exhibited in many of Nintendo's games, have inspired strong Nintendo love within the community.

Cosplayers range from casual to insanely meticulous. Hard-core cosplayers have an incredible eye for detail, not only mimicking the outfit of a depicted character, but the attitude as well. Pikmin Link (as he is called in the cosplay community) will not don a costume until every detail is painstakingly checked against game art and screenshots. He has created 14 versions of Link based on different Zelda games—and he's already created two Twilight Princess costumes.

More-casual cosplayers tend to have fun with their costumes, creating unique variations of favorite characters. Doug Dennis (the male Mario cosplayer on the next page) is a social studies teacher who started cosplaying at the urging of his daughter, seen here in her Mario and Chun Li costumes. He started cosplaying because of his natural resemblance to Mario and Wario, and has since developed a crossover character, Darth Wario.

Cosplayers take game devotion to a whole new level. They notice all the little details that many gamers take for granted. And while dressing up like a game character may seem weird to some, the level of fanaticism is not terribly far off from most of us. In a way, we take on the personalities of our favorite game characters every time we play a game. —Andy M.

Beverly Alliss from Colorado has been cosplaying since 1998. One of her favorite subjects, Final Fantasy, inspired her to create costumes for Rydia and Terra.

Mario meets Rocky in Jade Fang's unique costume.

A cosplayer depicts Prince Marth from Super Smash Bros. Melee.

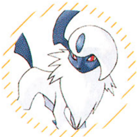
Carrie Wink cosplays as farm girl Celia from Harvest Moon: A Wonderful Life.

Brainy Trainers

POKéMON MONTHLY

In Volume 193, we asked Pokémon Trainers to send in their ideal teams to compete against the winners from the Pokémon Emerald Ultimate Frontier Brain Battle, with the rule that they weren't allowed to use Legendary Pokémon. This month, we analyze the best submissions. Many thanks to all the Trainers who sent in their top teams!

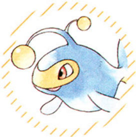
Dillon P.'s Team (via the Internet)



ABSOL

(DARK)

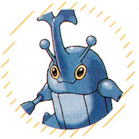
ABILITY: Pressure
MOVES: Faint Attack, Aerial Ace, Ice Beam, Toxic



LANTURN

(WATER-ELECTRIC)

ABILITY: Volt Absorb
MOVES: Surf, Thunderbolt, Confuse Ray, Thunder Wave



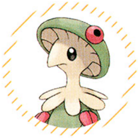
HERACROSS

(BUG-FIGHTING)

ABILITY: Swarm
MOVES: Megahorn, Earthquake, Focus Punch, Double Team

Dillon points out that Absol is an ideal match against either Mike or Chris's Groudon—they can't do double damage against Dark-types. Dillon's inclusion of Heracross gives him plenty of type advantages over his opponents, but the inherent disadvantages of Bug- and Fighting-types against the likes of Groudon, Rayquaza and Exeggutor pose a real risk to his success.

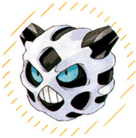
TheEndIsNear99's Team (via the Internet)



BRELOOM

(GRASS-FIGHTING)

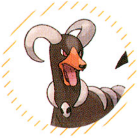
ABILITY: Effect Spore
MOVES: Spore, Focus Punch, Sludge Bomb, Giga Drain



GLALIE

(ICE)

ABILITY: Pressure
MOVES: Ice Beam, Crunch, Toxic, Double Team



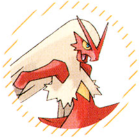
HOUNDOOM

(DARK-FIRE)

ABILITY: Flash Fire
MOVES: Crunch, Flamethrower, Solarbeam, Toxic

TheEndIsNear's Glalie is the centerpiece of his team, and is a serious threat to virtually every Pokémon that Mike and Chris used. Not only can Ice Beam damage Rayquaza and Groudon heavily, its Crunch can really work Exeggutor and Mewtwo because of the move's strength versus Psychic-types. Mike's Blissey is the only Pokémon that could take Glalie down, provided the Blissey can attack first and endure a few hard rounds.

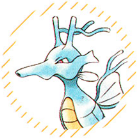
Josh R.'s Team (via the Internet)



BLAZIKEN

(FIRE-FIGHTING)

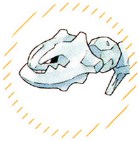
ABILITY: Blaze
MOVES: Sky Uppercut, Fire Punch, Slash, Overheat



KINGDRA

(WATER-DRAGON)

ABILITY: Swift Swim
MOVES: Ice Beam, Dragon Dance, Body Slam, Hydro Pump



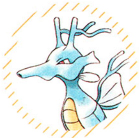
STEELIX

(STEEL-GROUND)

ABILITY: Sturdy
MOVES: Crunch, Double-Edge, Dragon Breath, Iron Tail

Josh's dual-type Pokémon make him tough to figure out—Mike and Chris would both have their hands full swapping out Pokémon to get the right type matchups. Kingdra's Ice Beam will be effective against either Trainer's Groudon, but if Kingdra gets knocked out early, Josh doesn't have much of a backup plan for taking out the Ground-type.

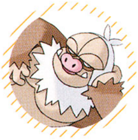
Joe C.'s Team (via the Internet)



KINGDRA

(WATER-DRAGON)

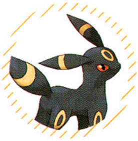
ABILITY: Swift Swim
MOVES: Rain Dance, Hydro Pump, Ice Beam, Twister



SLAKING

(NORMAL)

ABILITY: Truant
MOVES: Brick Break, Hyper Beam, Earthquake, Shadow Ball



UMBREON

(DARK)

ABILITY: Synchronize
MOVES: Faint Attack, Confuse Ray, Toxic, Mean Look

Joe continues the tradition of including a Pokémon with a strong Ice-type attack. If Mike and Chris could have seen which Pokémon were going to be brought into play, they might have included an Ice-type specialist as well. Hindsight is 20/20, as they say. Joe's other Pokémon selections are interesting, though. Umbreon's Mean Look/Faint Attack combo, combined with its Synchronize ability and the lack of quality matchups versus Dark-types makes it an intriguing Pokémon. If it can hold its ground for a few rounds, it could be a tough takedown for virtually any Pokémon.

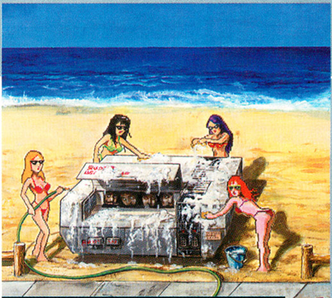
ATTENTION POKéMON FANS!

Everyone knows that successful Pokémon Trainers have to be creative and original. This month, we want to see how creative you can be—write a short essay (under 200 words, please!) answering this question: If you were a Pokémon, what type would you be, and why? The best submissions will be printed in a future issue of NP. Send the essays to pokemon_community@nintendopower.com. Good luck!

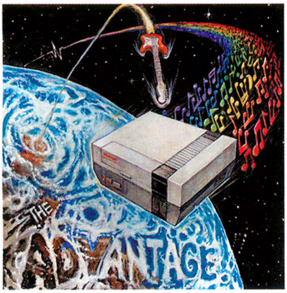
MUSIC

Not Your Typical Cover Band

The Advantage is a cover band, but they’re not doing their rendition of “Freebird” at the local pub. They’re releasing albums and touring the country, playing NES songs for fans who appreciate the intricacies of 8-bit music almost as much as they do.



The Advantage’s second full-length album, *Elf Titled,* will be out in September.



Whether it’s extending a part of a song or changing a key, even the most devoted cover bands take certain liberties with the music they love. What’s great about The Advantage (who derive their name from the NES joystick controller) is that they play NES songs almost exactly how they were written, simply replacing the MIDI sounds with guitars and bass, and adding drums into the mix for a sonic boost. And they’ve been at it since 1998.

Transposing an NES song is no easy task. The Advantage goes to great lengths to achieve perfect accuracy with their covers. On their 26-song debut album, they insert natural-sounding transitions between songs to re-create the experience of finishing a game’s level and beginning the next. They also speed up the tempo occasionally to simulate that time is running out. Every tool in The Advantage’s arsenal is meant to be an homage to the material rather than to themselves as musicians, and game fans appreciate the effort. In fact, when fans of The Advantage approach them at shows, they rarely want to talk about what kind of guitar amps they use or how the drummer tunes his snare. They want to talk about games. “It’s fun to be able to relate to fans on another level other than them just liking your music,” explains Robby Moncrieff, one of two guitar players in The Advantage. You can talk about secrets in games and stuff . . . you know, nerd out pretty good.”

So what makes NES music special enough that a band devotes so much effort to preserving its integrity? “[NES music] is that weird point between Atari bleeps and real recorded music,” says drummer Spencer Seim (Spencer also plays in the non-cover band Hella). The NES is capable of outputting only four channels of sound, but the technology that Nintendo used for its game sountracks back in the ‘80s was unique—so much that electronic musicians still explore new ways of using NES and Game Boy hardware to create music (see our Community article on this subject in Volume 193).

“[NES music] is that weird point between Atari bleeps and real recorded music.” —Spencer Seim

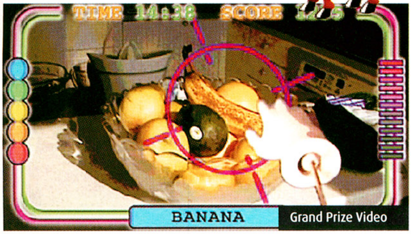
But times have changed, and video game music has evolved at a similar pace as the games themselves. While many gamers love modern video game soundtracks, The Advantage and others prefer to live in the past. “I think current video game music is ultra-boring,” says Moncrieff. “What was special about 8-bit music (not just NES) was the restraints, and the talented composers who were essentially creating new ways of making music. You had to do what you could with these four funky little sound channels. Nowadays you can just license some band’s song and put it in the background. Take Tony Hawk games, for instance. They’re fun, but I can see playing those games on mute and still having the same gaming experience, which is something I can’t say for Mario 2 or Blaster Master.” Whether it’s nostalgia or something else that makes 8-bit-game music special, The Advantage is proof that the NES will live forever, and its music will always be enjoyed.

There are other bands that cover NES songs (such as the Minibosses and NESkimos), and more are sure to come. If The Advantage has it their way, they’ll be playing NES covers forever. They’ve committed to covering music from every NES game ever made—that’s a lot of games, especially if you include unlicensed releases. They’ve got a long way to go, but they’re in it for the long haul. —Andy M.

The nerdiest band in the world.

Look's like the mess hall at Camp Hyrule.

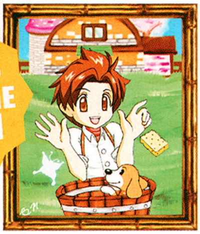
ONLINE



Steady Hand

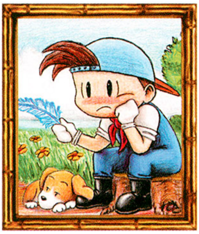
Nintendo.com's Touching is Good contest has picked its winners! With over 1,000 photos and videos submitted, creativity ruled the event. Steve Barnes's video "Touching is Good in Video Games" won the grand prize; he'll receive $1,000 and a Nintendo DS with four games. Eric Garrison and Andrew Erickson's photos took home the first and second prizes, respectively. Check out their winning shots and selected other photos and videos at www.touchingisgood.com.

MAY'S ART OF THE MONTH



ARTIST:
DRAGONBLU88

SUBJECT:
Harvest Moon
Computer-Drawn Category



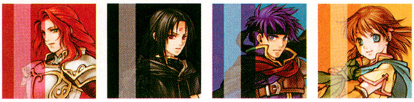
ARTIST:
DAAZIHOPPER

SUBJECT:
Harvest Moon
Hand-Drawn Category

We'd like to give special thanks to longtime forum resident *HEN* for helping to manage NP's fan art competitions! You can post your entries at **forums.nintendo.com**.

Custom-Made Avatars

By designer Rebekah Lane



Sage Reviews

So far, the vast majority of the game reviews have been glowing. Don't be afraid to let us know when you think a game sucks. Of course, you do have to explain your opinion—a good review tells the reader why to stay away.

Sage Review of the Month

Yoshi Topsy-Turvy

reviewed by
ZELDAS_MAJIK_101

Following the current fad of tilt-sensitive games for the GBA, Yoshi Topsy-Turvy continues the trend. The question is, does Topsy-Turvy incorporate the tilt sensor into fun, playable levels, or put a damper on gameplay? After playing the game, you'll realize quickly that the tilt sensor isn't quite as advanced as the gyro sensor in WarioWare: Twisted!, but the more rigid response in turning the playfield left and right still gets the job done. But after the first few stages, you'll get a hang of the game. The graphics are beautiful on the GBA, giving a truly 3-D feel. But the storyline is questionable, and the game, sorry to say, is oriented towards a much younger audience. That doesn't mean that Topsy-Turvy is an easy game that can be beaten in a day or two—it definitely incorporates strategy and thought into collecting all the apples and coins scattered throughout each of the cleverly designed levels.

Excerpts from Other Sage Reviews

Bomberman DS
"The only thing wrong with this game is that if you've played a Bomberman game before, then you've played Bomberman DS."
—DRYBONESZERO

Fire Emblem: The Sacred Stones
"The game is easy to learn and will have you engrossed in the experience from the start."
—FIREEMBLEM54

Resident Evil 4
"With almost complete voice-over dialogue, the compelling story always leaves you wondering what will happen next."
—REDBLA DE79

X-Men Legends
"The controls and overhead camera view give this title the feel of many previous hack and slash games."
—FAERIEPRINCESSCO

What's a Sage?

Sages are members of the NSider online community that are put through the wringer and hand-picked by Nintendo. They get tons of special privileges, including opportunities to review games for Nintendo Power magazine.

Calling All Community Members

Have you been known to don the occasional M hat or strap on a shiny mirror shield? We're always on the lookout for awesome Nintendo-related costumes—send pics showing you have as much skill with needle and thread as you do with a Control Stick and shoulder buttons. Also, if you're into video game music and have worked up arrangements of your own, let us know—we may highlight your works in an upcoming issue.

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POWER QUIZ

TRUE BLUE

We've turned this month's quiz up a notch with some Sonic brainbusters. Our hedgehog friend has a deep history dating all the way back to the Sega Master System. Visit **nintendopower.com/quiz** for the answers today, or wait for your next issue.

1 Which Sega Master System game did Sonic co-creator Yuji Naka program almost single-handedly?

a. Phantasy Star
b. Great Baseball
c. Sonic the Hedgehog
d. Alex Kidd in Miracle World

2 In which of these games did Metal Sonic make an appearance?

a. Sonic Adventure

b. Sonic Adventure 2 Battle

c. Sonic Heroes

3 When was the first Sonic the Hedgehog game released for the Sega Genesis?

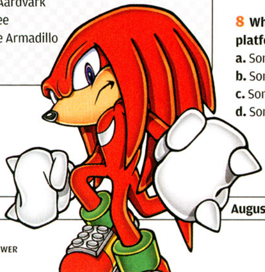
a. November 1992
b. June 1991
c. August 1989
d. May 1995

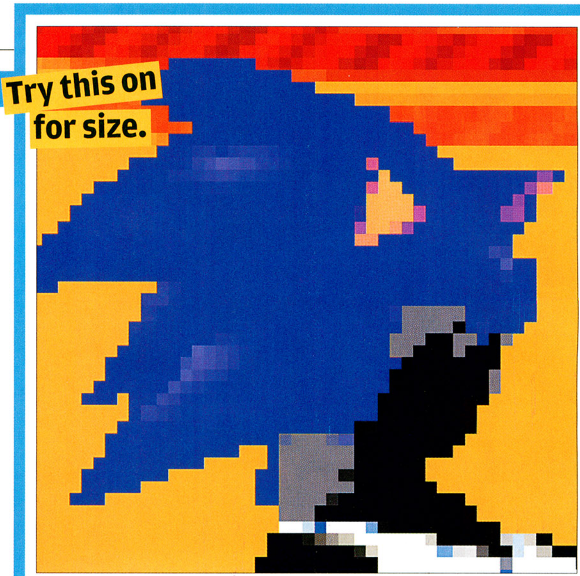
4 What is the name of the planet on which the Sonic games take place?

a. Mobius
b. Algol
c. Earth
d. Vermillion

5 Which of these was not a character in the 32X game Knuckles Chaotix?

a. Vector the Crocodile
b. Jitter the Aardvark
c. Charmy Bee
d. Mighty the Armadillo



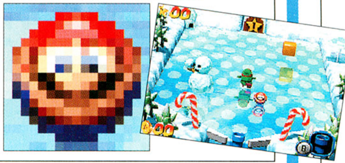

Try this on for size.

PIXEL PERFECT

NAME THAT SCREENSHOT

What's blue, black and orange all over? A giant screenshot, that's what! Can you guess what game the overblown shot was taken from? If so, you are the coolest person ever. If not . . . well, you're still cool in our book.

LAST MONTH'S FEATURE:
MARIO PINBALL LAND (GBA)



6 On which of these handhelds has Sonic never appeared?

a. Atari Lynx
b. Sega Game Gear
c. Neo Geo Pocket Color
d. Game.com
e. Sega Nomad

7 Dr. Robotnik's Mean Bean Machine was a conversion of which popular puzzle franchise?

a. Tetris
b. Tetris Attack
c. Columns
d. Dr. Mario
e. Puyo Pop

8 What was the name of the canceled Sonic platformer for the Sega Saturn?

a. Sonic Universe
b. Sonic 3-D Blast
c. Sonic X-treme
d. Sonic the Hedgehog 5

9 What did Sega dub the "technology" responsible for Sonic's blazing speed in Sonic the Hedgehog 2?

a. Overclocking
b. Mega Drive
c. Blast Processing
d. E.V.I.L. AI

10 In which of these games did Sonic not have a cameo?

a. ToeJam & Earl
b. Daytona USA
c. Christmas NiGHTS
d. Shenmue

11 In which game did Amy Rose first appear?

a. Sonic the Hedgehog 2
b. Sonic R
c. Sonic Adventure
d. Sonic CD

12 What is Dr. Robotnik's first name?

a. Eggman
b. Albert
c. Ivor
d. Mikhail

August's answers: 1: b, 2: b, 3: c, 4: c, 5: c, 6: c (for GB), 7: c (the referee), 8: c, 9: c, 10: b, 11: a, 12: b, 13: c

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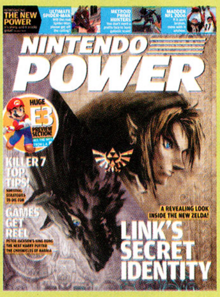
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HUGE E3
KILLER 7 TOP TIPS!
GAMES GET REEL
A REVEALING LOOK INSIDE THE NEW ZELDA!
LINK'S SECRET IDENTITY

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The Legend of Zelda: Twilight Princess, Renaissance Mario, Not Lost in Translation, Killer 7, Pokémon Emerald, Fire Emblem: The Sacred Stones, Animal Crossing DS, Nintendogs, Meteos, Trace Memory, Ultimate Spider-Man, Fire Emblem: Path of Radiance, Call of Duty 2: Big Red One, Medal of Honor: European Assault, Rebelstar: Tactical Command, Advance Wars: Dual Strike, Kirby: Canvas Curse, Shadow the Hedgehog, Snowboard Kids, GoldenEye: Rogue Agent, Electroplankton, Yoshi Topsy-Turvy, Nanostray, Spartan: Total Warrior, X-Men Legends II: Rise of Apocalypse, Inside Zelda

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SPLINTER CELL: CHAOS THEORY
BATMAN BEGINS
SHADOW THE HEDGEHOG
GEIST
POKéMON EMERALD VERSION

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ZELDA: ALL-NEW SCREENS!
NINTENDO POWER
The Future of Handheld Games

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Donkey Kong Jungle Beat, TimeSplitters: Future Perfect, Mortal Kombat: Deception, Rayman DS, Dragon Ball Z: Sagas, Nintendo DS: The Future Comes into View, Nintendo Power Awards Results, Zelda GCN Poster

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FIRE EMBLEM
THE SACRED STONES
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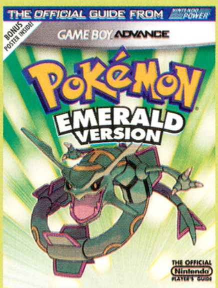
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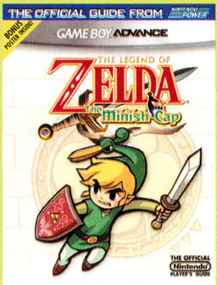
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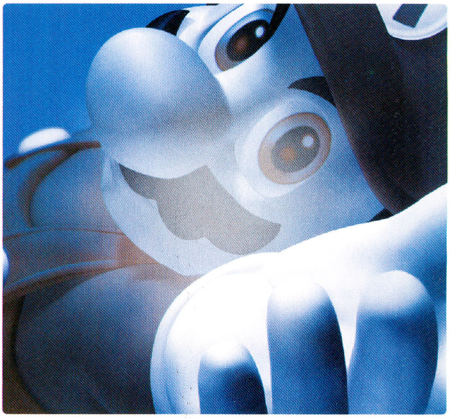

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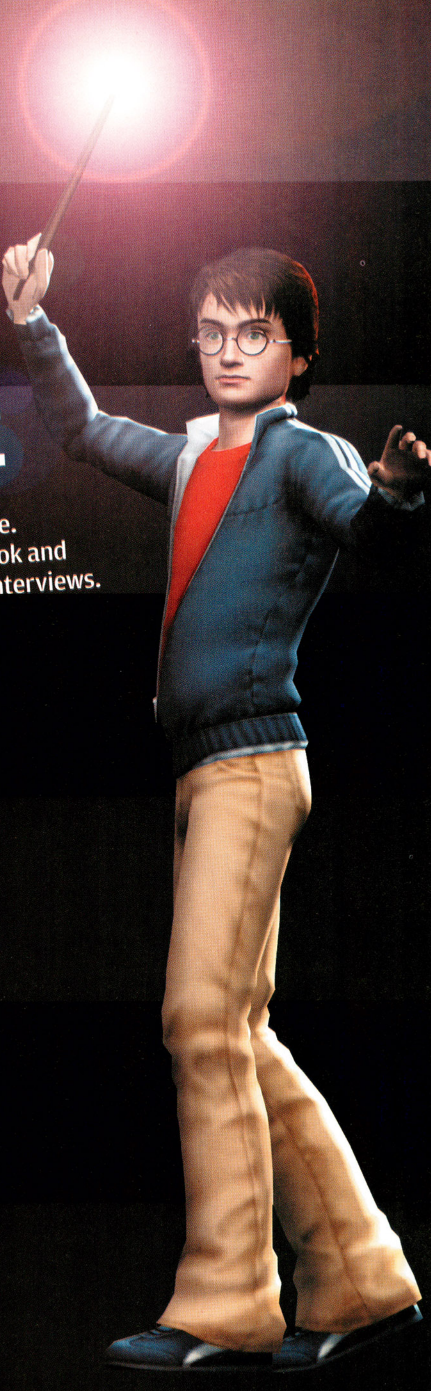

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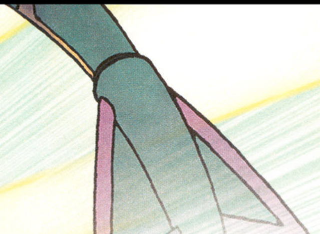

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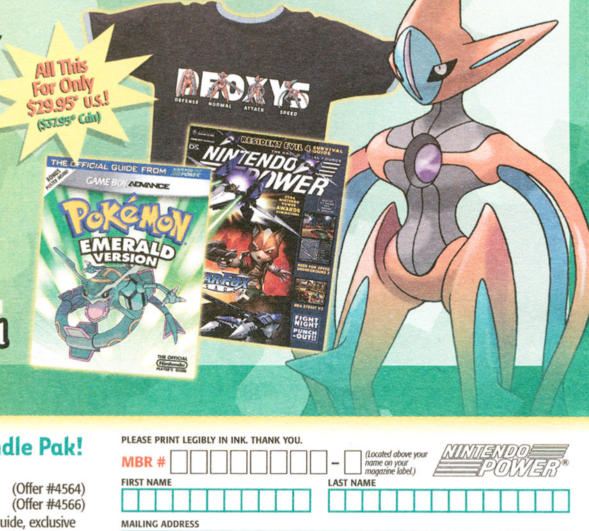
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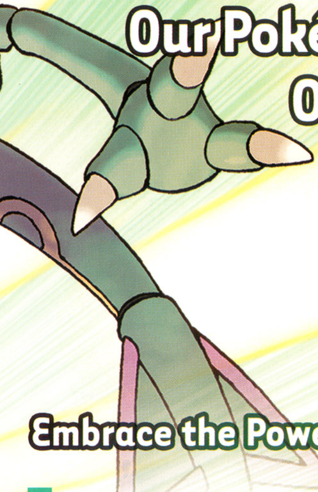

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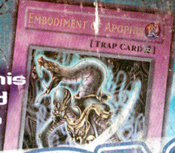

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